TRICKS FOR EVERY TOMB RAIDER GAME

PLUS: How to Beat Z.O.E., DVD Easter Eggs and Play Quake III Revolution Like A Pro

ZIFF DAVIS

July 2001
ISSUE 46

OFFICIAL U.S. PlayStation MAGAZINE

GT3 REVIEW

A Million Japanese Gamers Can't Be Wrong

JAK & DAXTER

The Precursor Legacy from the makers of Crash Bandicoot

Official U.S. PlayStation Magazine Issue 46 (July 2001)

TONY HAWK 3 SCREENS

FILTER 3

For PS One! SURPRISED? We Were.

TOMB RAIDER

- The Movie
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- The Future on PS2

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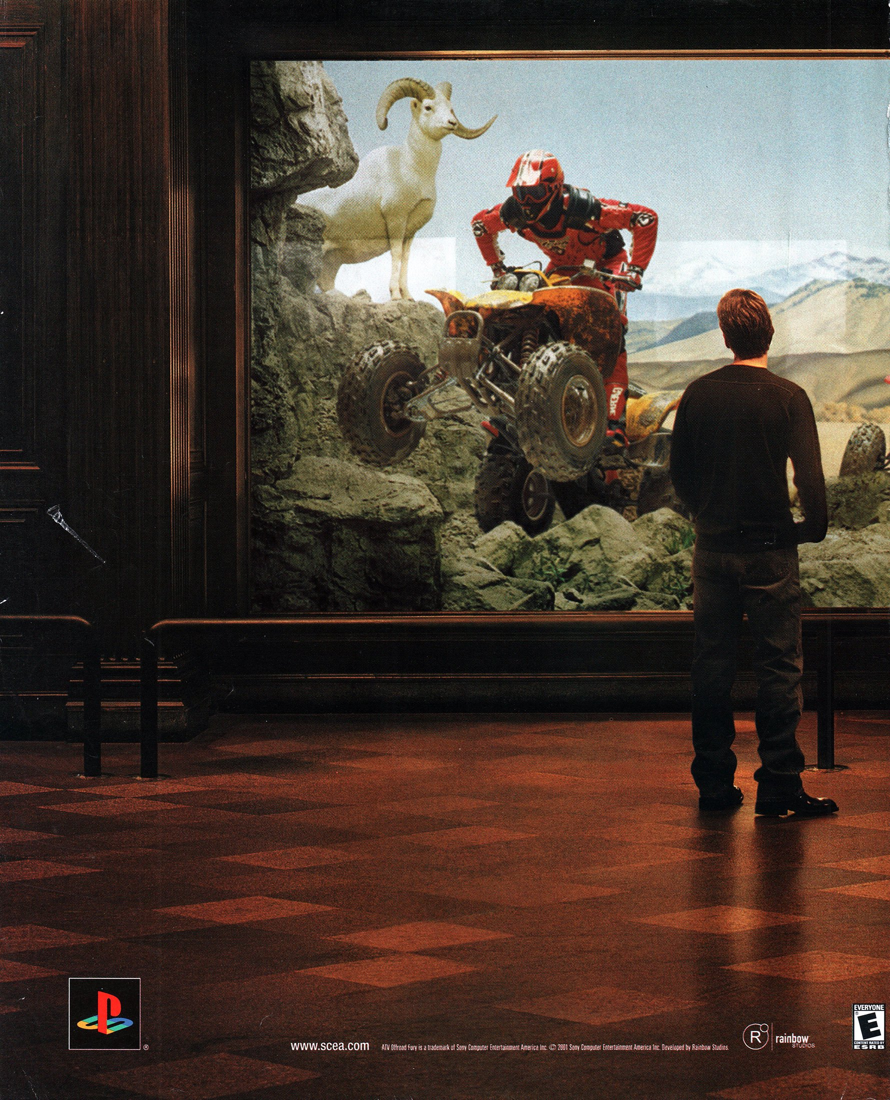
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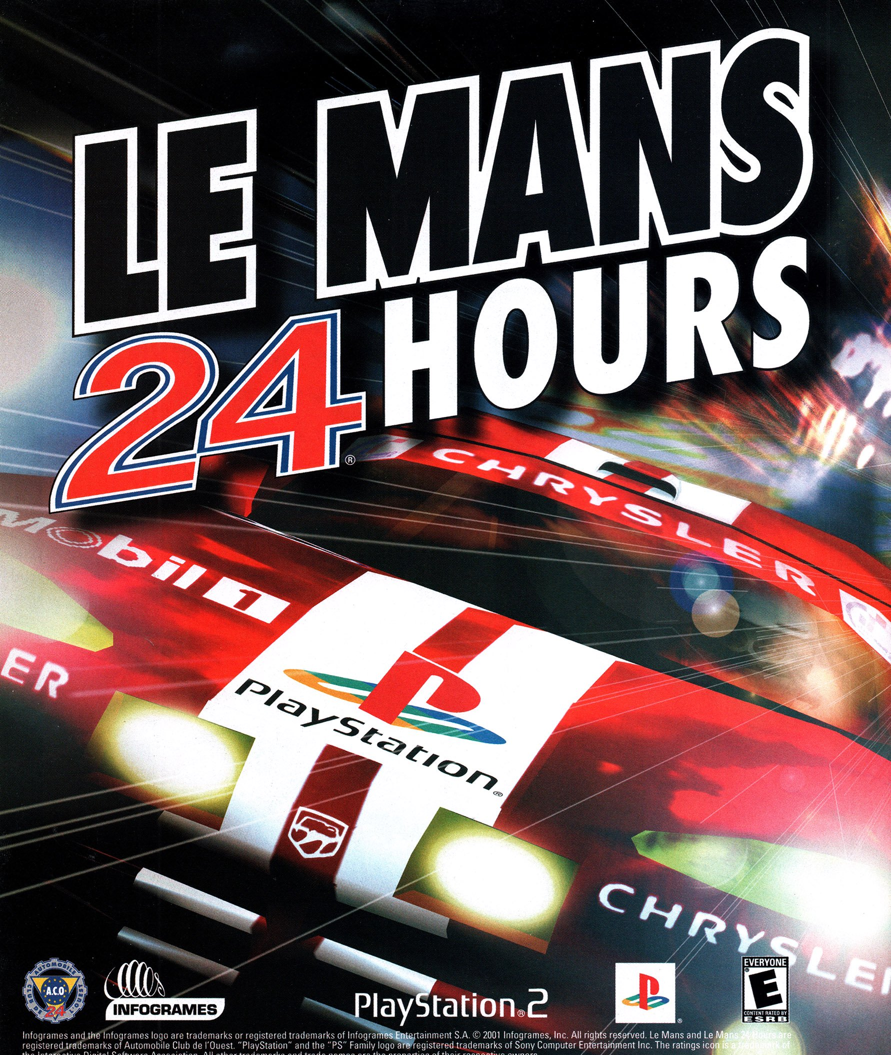
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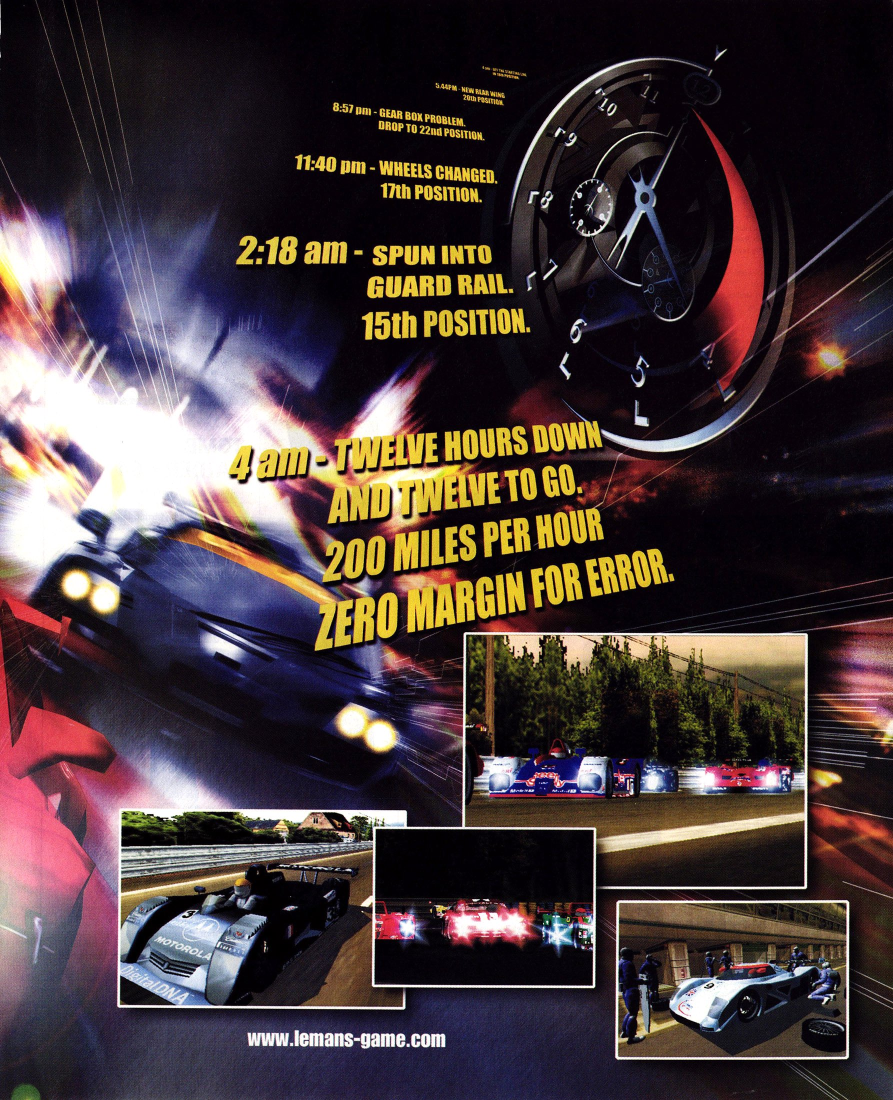

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DROP TO 22nd POSITION.

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17th POSITION.

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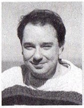
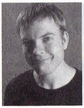


JOHN SCALZI

A writer for the *Chicago Sun-Times*, the *San Diego Tribune*, *New City* magazine and the *Fresno Bee*, John brings his considerable knowledge to our media pages. He also runs the popular www.gamedad.com.

ZOE FLOWER

No longer visible on Canadian TV screens (for the time being anyway), Zoe is taking a break from multimedia superstardom to concentrate on writing and developing new projects. www.zoeflower.com



RYAN LOCKHART

Once an *EGM* staffer, Ryan is now making games instead of just writing about them. His first gig is with 7 Studios, helping create Legion for the PS2. Which will be just long enough. www.sevenstudios.com

PENNY ARCADE

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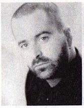

PAUL SEMEL

Paul, or "Beerhound" as we call him, thanks to one of his online personas, is an entertainment writer for numerous magazines including *FHM*, *Vibe*, *RollingStone.com*, *Code* and *CDNow.com*.

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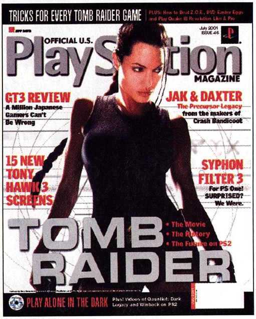
COVER STORIES THIS MONTH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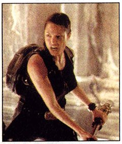


TOMB RAIDER • 84

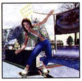
In theaters as you read this, the "movie event of the summer" (aren't they all?) will hopefully help further ingratiate video games to the unwashed masses. Read all about it, and the future of the game.

GRAN TURISMO 3 REVIEW • 98

So...what score are you expecting it to get? Given that it proved more popular than a number of worldwide religions when released in Japan last month, chances are it's pretty good.

SYPHON FILTER 3 • 80

a) We weren't expecting to see this just yet. b) We certainly weren't expecting it to be a PS one game. c) We bet you weren't expecting to see lots of cool screenshots this month, were you? The PS one still rules.



TONY HAWK 3 • 64

Prepare to release the contents of your bowels into your shorts when you see how fabulous this looks. Huge environments, gorgeous graphics and even an online feature. Mmmmmm...Tony Hawk 3.

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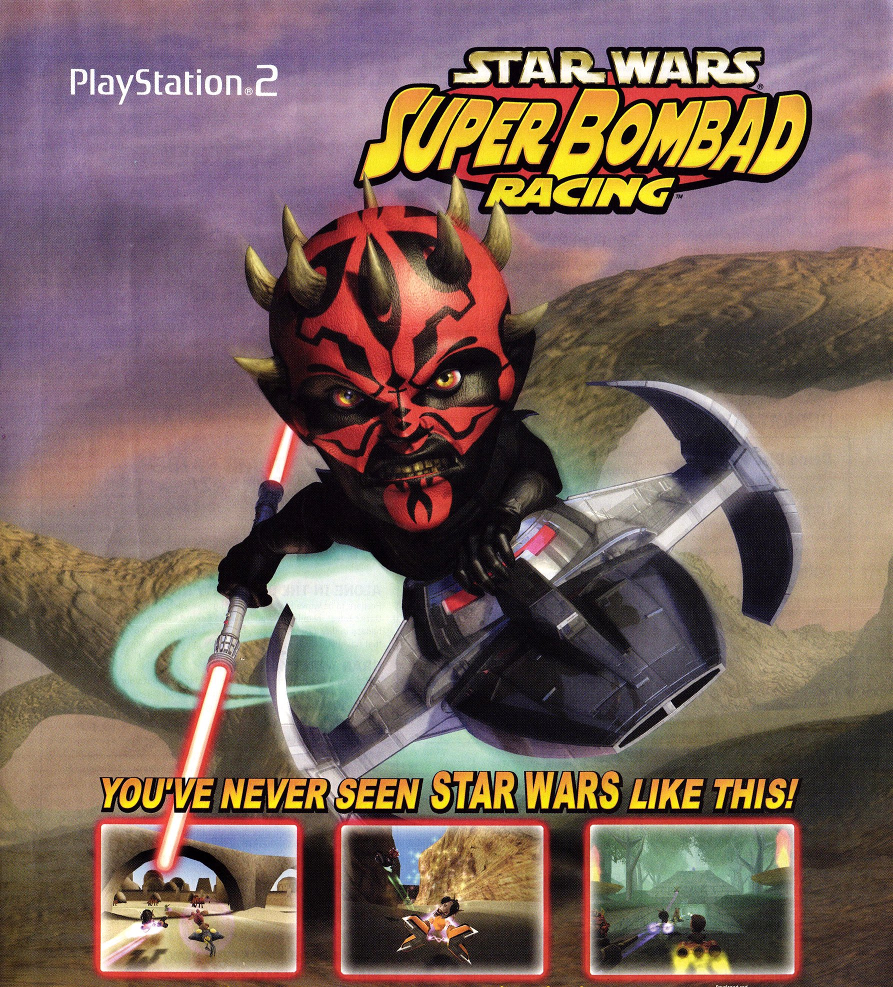
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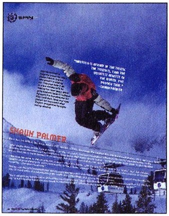
CONTENTS



page 44

DEPARTMENTS

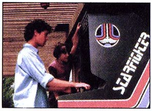
Demo Disc • 14
Three Tomb Raider demos, plus the cool new Alone in the Dark.

Input • 18
Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

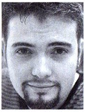
Spin • 22
Everything you could possibly want from the world of PlayStation, and maybe even some things you don't: WWF information, a game based on a literary classic, hot chicks, couples who game, gossip, news, the million-selling GT3, snowboarders who think they're amazing, DVD reviews, release dates, charts, music reviews and lots, lots more.

Top Secrets • 108
How to beat Z.O.E., plus Quake III Revolution tips, and cheats for all the Tomb Raiders.

P.S. • 118
Dumb, silly, amusing stuff from the world of PlayStation.



Some months you feel like you got all the luck...



John Davison
Editor in Chief

The *Tomb Raider* movie is out, we get to put the lovely Angelina Jolie on the cover, Dark Cloud is in stores, and we bring you not one, not two, but *three* games in our review section that get a whopping five out of five. Now is most definitely a good time to be a PS2 owner. It's no surprise that Gran Turismo 3 is as good as it is, and I'm sure it's one of those games that everyone would have bought whether we said it was good or not—but it's great to see that the games we so, so want to be good turn out to be even better than we could have imagined. Then there are the wonderful surprises like THQ's Red Faction, a first-person shooter that redefines what we should expect from the genre, or LucasArts' Escape From Monkey Island, which revitalizes an old style of game and brings it back up to date. Check it out and enjoy the beautiful graphics, wonderful production values and genuinely humorous script. Turn to our Previews section for even more treats this month—the new Naughty Dog game Jak & Daxter: The Precursor's Legacy and the awesome Tony Hawk's Pro Skater 3.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

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Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
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TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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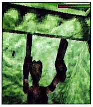
Tomb Raider 2 (T)
Tomb Raider 3 (T)
Tomb Raider 4 (T)
VIDEO PREVIEWS:
Gauntlet Dark Legacy (T)
Winback (T)



TOMB RAIDER BONANZA TEEN

The *OPM* staff is giddy about seeing Jolie gussied up in Lara Croft gear, so we packed the disc with TR demos for a stroll down memory lane. The best part is, if you're inspired by ol' Lara, it won't cost you much money to get all three from a local store!

ALONE IN THE DARK: NEW NIGHTMARE TEEN

Prepare to be wowed by the brilliant lighting effects in Alone in the Dark's latest installment. You'll play as Edward Carnby, who is a bigger badass in this incarnation of AitD than the previous versions. But it's that flashlight we love. We just keep looking into it for answers.

GRAN TURISMO 2 EVERYONE

There have been no fistfights over the GT3 hogging that's gone on in the office this month, but there's been pouting. A lot of it. Gear up to enjoy this demo of GT2, because after you've played GT3 you'll never go back.

WINBACK TEEN

Winback. It rolls off your tongue like the sweet flutter of hummingbird wings. Winback. We've said it over and over again, tickling our tastebuds with its fascinating sound. Winback. Say it with us. Winback.

GAUNTLET: DARK LEGACY TEEN

This demo will give you a nice taste of the Gauntlet update. After that, carefully read the review written by Dark Legacy Mastah, Chris Baker. Chris will tell you how good it is. Though you'll already know.

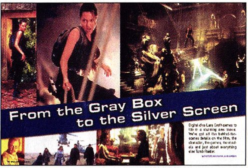
ALADDIN IN NASIRA'S REVENGE EVERYONE

Who's this Nasira gal who lucked her way into the title? And what's she avenging? Good question. If you want to find out, first tackle this demo. After that, find a magic carpet. After that, find a genie lamp. Easy stuff.

DAVE MIRRA FREESTYLE BMX: MAXIMUM REMIX EVERYONE

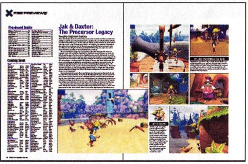
Don't be fooled—this isn't the old Dave Mirra. This is new school. It's the same game, but not. First of all, the title's longer. Second, there are some improvements. Many improvements...and a much longer title.

SPECIAL FEATURES


From the Gray Box to the Silver Screen

TOMB RAIDER • 84

Everything you could possibly want to know about the movie and the delightful young Angelina Jolie. We bring you behind-the-scenes info, interviews, photos and all kinds of other goodies. Plus, if you're new to Tomb Raider and only recently got into it because of the movie, we've got a history of the game series plus a look at what the next game starring Lara Croft is going to be like. Check out the disc for the demos too.


Jak & Daxter: The Precursor Legacy

JAK & DAXTER: THE PRECURSOR LEGACY • 58

We've wondered for a while what Naughty Dog, the team responsible for the *good* Crash Bandicoot games, has been up to...and now we know. Check out these first screens of what will no doubt be one of the big hits on PS2 later this year. It's definitely the kind of thing that you bought your PS2 for. That, and a certain racing game...

Gran Turismo 3: A-spec

GRAN TURISMO 3 • 98

...speaking of which, here it is. Our review of the game that will ruin more relationships, get more guys in trouble for missing family events, and cause more "sick days" than any other video game ever. When you see the weather effects, make sure you're wearing a diaper. You will soil yourself with glee. No, really. Well maybe. It's incredible and wonderful...and we like it a lot.

page 102

REVIEWS

PLAYSTATION 2

Cool Boarders 2001 99
Crazy Taxi 100
Dark Cloud 101
Escape From Monkey Island 99
Fur Fighters: Viggo's Revenge . .100
Gauntlet: Dark Legacy 100
Gran Turismo 3: A-spec 98
Heroes of M & M: Search for the DragonBone Staff .102
MTV Music Generator 2 102
Red Faction 102

PLAYSTATION

Batman: Gotham City Racer . . .103
Blue's Big Musical 103
Digimon World 2 103
KISS Pinball 103
The Land Before Time Great Valley Racing Adv 103
Lego Island 2: The Brickster's Revenge 103
MLB 2002 104
Spec Ops: Ranger Elite 104

PREVIEWS

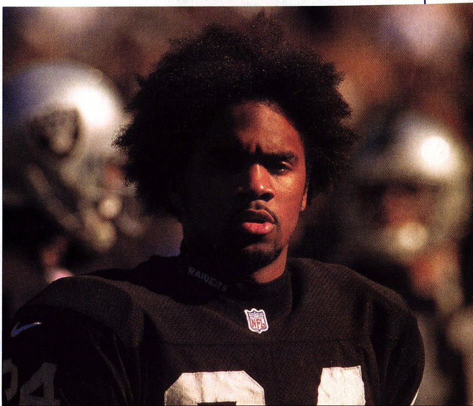
PLAYSTATION 2

Batman: Vengeance 62
Bloody Roar 3 64
CART Fury 72
Devil May Cry 68
Driven 66
Gadget Racers 66
Jak & Daxter 58
Jade Cocoon 2 60
James Bond 007 in...AUF 62
Klonoa 2 60
Mobile Suit Gundam: JtJ 70
Mobile Suit Gundam: ZF 73
Motor Mayhem 74
NASCAR Heat 76
NBA Street 71
Pac-Man World 2 68
Pryzm: The Dark Unicorn 62
Rayman M 71
Resident Evil-Code: Veron. X 73
Rubu Tribe 64
SplashDown 76
Stretch Panic 72
Stuntman 70
Tarzan 60
Time Crisis 2 74
Tony Hawk's Pro Skater 3 64
Twisted Metal: Black 66
Vampire Night 73
Victorious Boxers 74
Wacky Races 70

PLAYSTATION

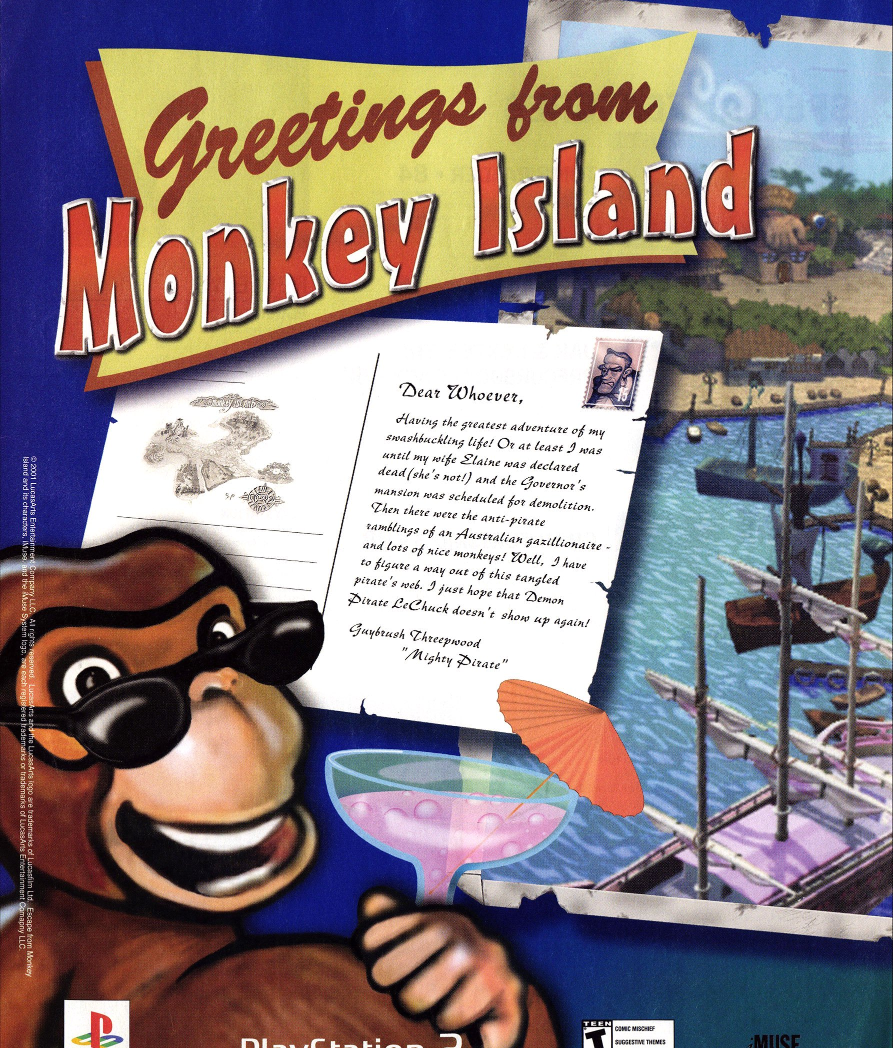
Battle Hunter 80
Digimon Digital Card Battle 79
Dragon Warrior VII 82
Final Fantasy Chronicles 78
Hoshigami: Ruining Blue Earth .79
Syphon Filter 3 80
Plucky's Big Adventure 80
Who Wants to Be a Mill. 3 80
World's Scar. Police Chases 82
X-Men: Mutant Academy 2 82

page 36



photograph by Stephen Dunn /Allsport

Greetings from Monkey Island



Dear Whoever,

Having the greatest adventure of my swashbuckling life! Or at least I was until my wife Elaine was declared dead (she's not!) and the Governor's mansion was scheduled for demolition. Then there were the anti-pirate ramblings of an Australian gazillionaire - and lots of nice monkeys! Well, I have to figure a way out of this tangled pirate's web. I just hope that Demon Pirate LeChuck doesn't show up again!

Guybrush Threepwood
"Mighty Pirate"

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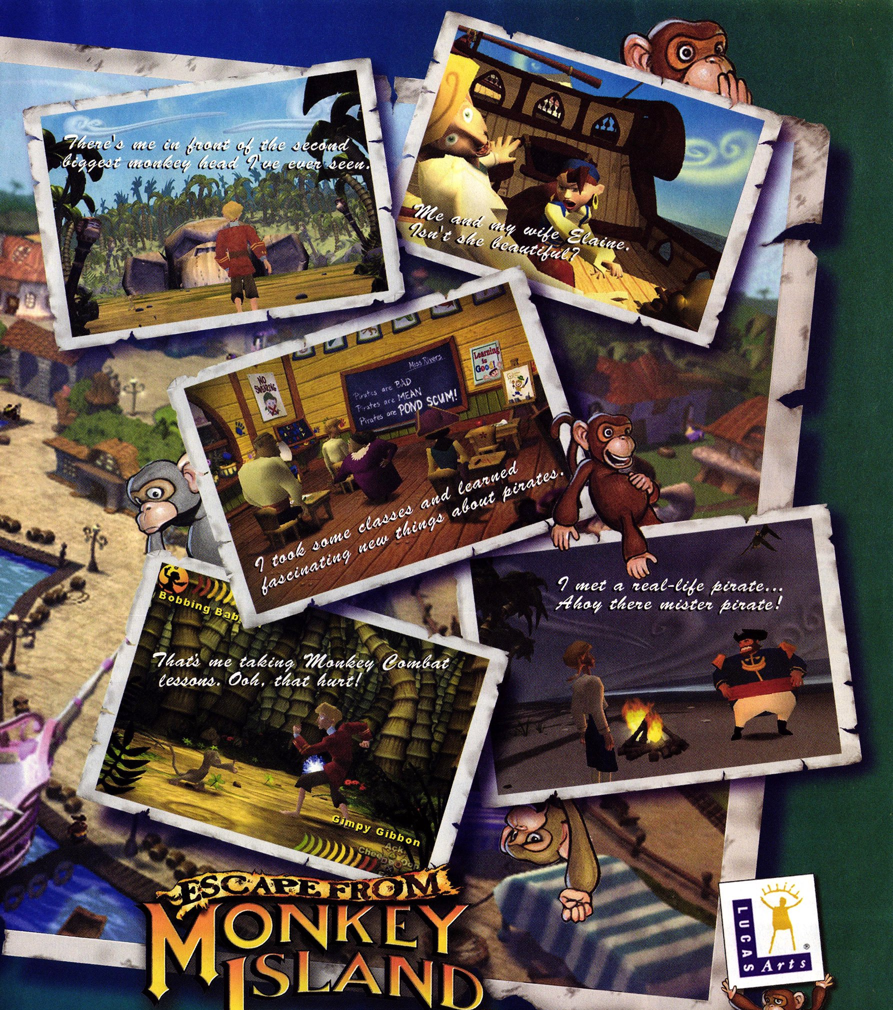
PlayStation® 2

TEEN
T
CONTENT RATED BY ESRB

COMIC MISCHIEF
SUGGESTIVE THEMES
USE OF TOBACCO AND ALCOHOL

iMUSE SYSTEM


There's me in front of the second biggest monkey head I've ever seen.

Me and my wife Elaine. Isn't she beautiful?

I took some classes and learned fascinating new things about pirates.

I met a real-life pirate... Ahoy there mister pirate!

That's me taking Monkey Combat lessons. Ooh, that hurt!

Miss Rivers
Pirates are BAD
Pirates are MEAN
Pirates are POND SCUM!
NO SWEARING
Learning is Good!
Bobbing Bab
Gimpy Gibbon
Ack
Cheep
LUCAS Arts

ESCAPE FROM MONKEY ISLAND™

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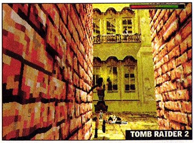
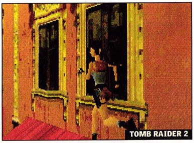
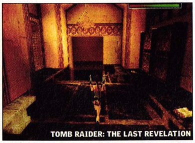
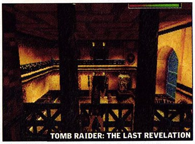
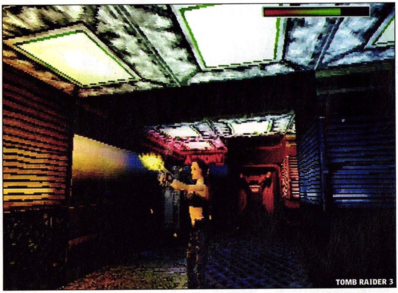










TOMB RAIDER

A look back through the fabled franchise

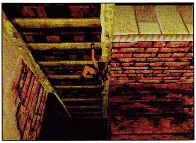
Tomb Raider II

PUBLISHER: EIDOS • **DEVELOPER:** CORE
AVAILABLE: NOW • **PLAYERS:** 1 • **GENRE:** ADVENTURE

TEEN T CONTENT RATED BY ESRB

△	DRAW WEAPON	L1	LOOK
□	JUMP	L2	LIGHT FLARE
○	ROLL	R1	WALK
✕	ACTION	R2	SIDESTEP

Ah, Venice. One of the world's most unique cities is the setting for the first level of Tomb Raider II. Lara starts out in a narrow alleyway. Eliminate the canine threat, then run quickly past the nearby courtyard, as there's a guard patrolling above you on the terrace looking for some sniper action. Near the water, you'll run into another dog as well as a guard; use the shotgun to put them down. Now you can turn around and take care of Mr. Death-From-Above back on the terrace. Jump into the water and swim underneath into the boathouse. On the wall there's a switch—flip it. Somewhere in the level a door opens. You can play with the boat for a while (unfortunately you can't open the boathouse doors and go cruising on the river). When you're done playing around, go back to the docks and enter the open room. On the wall there's a switch—flip it. Climb up to the second level. On the wall...you get the idea. Keep exploring the level until you find the switch that opens up the door above the river (and yes, you should flip it). Shoot out the window in the nearby room, and leap across the river to the red awnings on the other side (be sure to hold X while leaping so you can catch the side). Hop along the side of the buildings—this is the platforming segment of the demo—across to the door and flip yet another switch. The river gate underneath your present location will then open. Do a backflip into the water, and swim inside. It's rather dark in here, so you better use your flares. Swim through the darkness and you'll eventually fall off the edge into oblivion. Not the greatest way to end a demo, but it works.



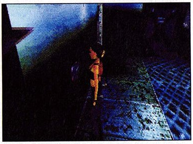
Tomb Raider III

PUBLISHER: EIDOS • **DEVELOPER:** CORE
AVAILABLE: NOW • **PLAYERS:** 1 • **GENRE:** ADVENTURE

TEEN T CONTENT RATED BY ESRB

△	DRAW WEAPON	L1	LOOK
□	JUMP	L2	DASH
○	ROLL	R1	WALK
✕	ACTION	R2	CROUCH/CRAWL

This time around, you find yourself incarcerated in a seemingly high-security complex. It's so secure that they only need to staff one full-time guard. Climb up to the window to set off the alarm, and Johnny Nightpatrol will rush in to see what's going on. Run past him and out into the main hallway. At the end of the hallway is the armory, indicated by a large sign that says "ARMORY." You can't miss it. Your pistols are lying on the floor; pick them up and force the unfortunate guard into early retirement. Now you have the whole place to yourself. There's not much to do but run around in the dark (someone apparently forgot to pay the electric bill that month), so head to the middle of the hallway and find the fenced-off vent on the wall. There's a switch nearby; you should probably press it (you'll have to wait for the alarms to stop before the gate opens). Crawl into the ventilation system to begin your exciting and dark escape. The first section you'll come to contains some health packs and a rocket. Pick up these items and continue on. If you need a light, repeated muzzle flashes work in a pinch. Watch out for the automated machine guns in the compound, as they'll make quick work of your non-bulletproof flesh. Find a way around the guns (might we suggest a ventilation shaft?). You'll eventually make your way outside, but don't get used to refreshing wide-open space just yet. Take care of the inadequately prepared guard. Now, head toward where he came from, and you'll drop into another area with vent shafts. Flip the appropriate switch and enter. Good luck with the rest of the level, assuming you can see your way through it.



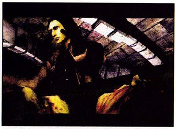
Tomb Raider: The Last Revelation

PUBLISHER: EIDOS • **DEVELOPER:** CORE
AVAILABLE: NOW • **PLAYERS:** 1 • **GENRE:** ADVENTURE

TEEN T CONTENT RATED BY ESRB

△	DRAW WEAPON	L1	LOOK
□	JUMP	L2	CROUCH/CRAWL
○	ROLL	R1	WALK
✕	ACTION	R2	DASH

The Last Revelation marks the end of the Tomb Raider story on the PS one—which is either a good or a bad thing depending on how much you like the franchise. This demo begins with our heroine exploring the innards of a pyramid-type structure. Walk up the first pathway and arm yourself with the shotgun. When the two skeleton guys jump across the gap, plug them in midair, sending them falling to the pit below. You'll have to jump down there too in order to continue, but they'll be long gone. At the bottom of the dark pit, wait for the torchbearer to light up the area so you can see what you're doing. Locate the crank for the gate on the left side of the room and hold X to lift the gate—raise it high enough so you can run under it before it closes again. Climb up the ladder and make your way into the main hall. There's a door in the far-left corner that's colored slightly different than the other doors...can you guess what that means? Now go to the next large room, where you'll run into two more skeleton guys. Lure them close to the edge of the pits, then blast 'em with your handy shotgun to get rid of them for good. Now head to the area tucked away in the back with the large block. Hop up on the block, and you should see a switch on the wall. You'll have to jump and hold X to reach and activate it. Climb up and you'll be on the second level of the main hall. Go through the slightly off-color door on the other side, where you'll eventually encounter two fireballs intent on burning you to a crisp. Run off to your left and you'll find a pool of water—hopefully, you can figure out what to do next. The rest is up to you, brave adventurer.



ALONE IN THE DARK

Over a year after the PS2's release, and the PS one is still showing signs of life. Demonstrating that there's still a bit of juice to squeeze out of the seven-year-old hardware, Darkworks has loaded this latest installment of the Alone in the Dark series with detailed and atmospheric prerendered backgrounds, as well as some simple yet highly impressive lighting effects.

The demo starts off with you controlling Edward Carnby, our story's main protagonist. Walk along the path and toward the main entrance of the estate. Since you can't open the main gate, you'll have to enter the way most normal people do—through the sewers. Keep walking past the house, and you'll have your first monster encounter—a problem easily solved with a healthy dose of hot lead. Continue on to the stairs, and you'll see the entrance to the sewer. The water blocks your way, so you'll have to find a way to drain it. Walk back up the stairs and head to the right, where you'll find the valve switch. Go back down the stairs and enter the sewer system, making your way to a large room filled waist-high with water. A rather large and formidable monster resides here. When he sneaks up on you from behind, do a quick 180 and pop him in the mouth—that's all there is to it. After some brief and rather dull exploring in the catacombs, walk up to the casket in the main room and inspect it. Instead of the cute little puppies and buckets of money one usually finds in caskets, this one contains the remains of a departed acquaintance. And this is where the demo ends. You'll need to pick up the game to see how the entire nightmare ends. Just remember the golden rule of survival-horror games—always play with the lights off.

TEEN
CONTENT RATED BY ESRB

△	INVENTORY	L1	FREE LOOK
□	RUN	L2	MAP
○	FLASHLIGHT	R1	TARGET
✕	ACTION/SHOOT	R2	NOT USED

PUBLISHER: INFOGRAMES
DEVELOPER: DARKWORKS
AVAILABLE: NOW
PLAYERS: 1
GENRE: ADVENTURE

GRAN TURISMO 2

Lap
1/1 2nd
Total Time
0:44.714
Lap Time
0:44.713
GRAN TURISMO 2
4
157
km/h

Lap
1/1 6th
Total Time
0:05.316
Lap Time
0:05.316
GRAN TURISMO 2
2
80
km/h

In late 1999, we gave Gran Turismo 2 our highest possible score—five discs. Likewise, our sister mag *EGM* gave it their highest possible score—four 10's. Multitudes of other gaming publications and Web sites agreed—which is why we offer you a second chance to play this demo. (Although unless you absolutely hate racing games, you ought to have the full version of GT2 by now.)

You might believe that we do this purely out of love for you. But you see, we have an ulterior motive for proffering this demo. In case you haven't noticed by now, after months of hype and anticipation, Gran Turismo 3 is now out. And since we are the officially licensed PlayStation magazine, we felt we had a civic duty to make sure everyone is adequately prepared for the inevitable greatness that is GT3. How can we be so sure about GT3's brilliance? Head on over to this month's Gran Turismo 3 review to find out...

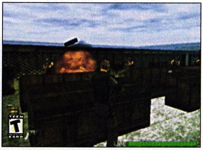
There are a couple of tight turns on the demo course that require a careful braking strategy. Make sure to give yourself enough time to slow down, lest you become one with a crash barrier. If you find yourself making a turn with the rest of the pack, don't be afraid to use them as "bumpers" to help you stay in the turn. It's not the most ethical of strategies, but in this crazy win-at-all-costs world in which we live, it helps. Besides, driver AI isn't programmed to feel emotions...yet (we expect to see that in GT7).

EVERYONE
CONTENT RATED BY ESRB

△	REVERSE	L1	REAR VIEW
□	BRAKE	L2	DOWN SHIFT
○	E-BRAKE	R1	CHANGE VIEW
✕	ACCELERATE	R2	UP SHIFT

PUBLISHER: SONY CEA
DEVELOPER: POLYPHONY DIGITAL
AVAILABLE: NOW
PLAYERS: 1-2
GENRE: RACING

Winback



Originally released for the Nintendo 64, Winback was the closest thing you could get to Metal Gear Solid on that particular system. Offering a similar brand of gameplay to Hideo Kojima's PS one opus, Winback puts you in the role of Jean-Luc Cougar (now *that's* a secret agent name), who must salvage an anti-terrorist operation. The game may be a mere shadow compared to the majesty of Metal Gear Solid 2, but it's still a solid choice to tide you over until Konami's masterpiece is released. It's well worth checking out if you're a fan of the genre.

TEEN
CONTENT RATED BY ESRB

PUBLISHER: KOEI • **DEVELOPER:** KOEI • **AVAILABLE:** NOW • **PLAYERS:** 1 • **GENRE:** ACTION

Gauntlet: Dark Legacy

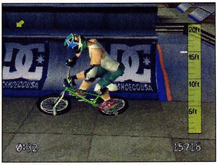
MIDWAY
BOB
ROCCO

Fans of cooperative hack-'n-slash unite—there's a new Gauntlet game about to hit the PlayStation 2. This updated version of the classic franchise pits up to four would-be adventurers battling their way through eight different worlds (the variety of which can be seen in the demo movie). There are eight character classes to choose from, and each character gains stat points during the adventure (which can then be transferred via memory card to different PS2s). Check out this month's review.

TEEN
CONTENT RATED BY ESRB

PUBLISHER: MIDWAY • **DEVELOPER:** MIDWAY • **AVAILABLE:** NOW • **PLAYERS:** 1-4 • **GENRE:** ACTION

Dave Mirra Freestyle BMX: Maximum Remix



balance during grinds
using and
20ft
15ft
10ft
5ft
double peg grind
0 19
1130
5643

Good news, faithful readers. This month's playable demo of Dave Mirra Freestyle BMX is not the same one you played many moons ago. No sir, this is Dave Mirra Freestyle BMX: Maximum Remix—and we've got a brand-new demo featuring a different stunt course and previously missing background music. A semi-sequel of sorts to the original game, Maximum Remix has a multitude of additions: three new difficulty challenges for the original 12 levels, two new special characters, eight new levels, replay movies, and an "expert mode." Need more incentive to try out this new version? The packaged retail copy of Maximum Remix also includes a CD composed of tracks from artists who contributed music to the game. As with most games of this nature, the best way to rack up your point totals is to string together combinations of tricks—multiple tricks during a vert jump or consecutive peg grinds usually do the trick (pardon the pun).

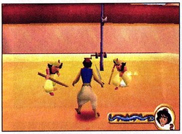
PUBLISHER: ACCLAIM • **DEVELOPER:** Z-AXIS
AVAILABLE: NOW • **PLAYERS:** 1 -2 • **GENRE:** EXTREME SPORTS

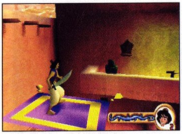
EVERYONE
E
CONTENT RATED BY ESRB

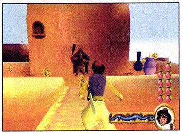
△	GRIND	L1	SPIN LEFT
□	BIG AIR TRICK	L2	SPIN LEFT
○	MODIFIER TRICK	R1	SPIN RIGHT
✕	BUNNY HOP/TURN	R2	SPIN RIGHT

Next Month's Demo Disc

To coincide with our in-depth Final Fantasy movie/games feature, we've assembled a collection of playable demos and video previews of past and future Final Fantasy games. Even better, we've got an exclusive *Final Fantasy: The Spirits Within* movie trailer! And don't miss our all-new demos and videos of PS one and PS2 games.





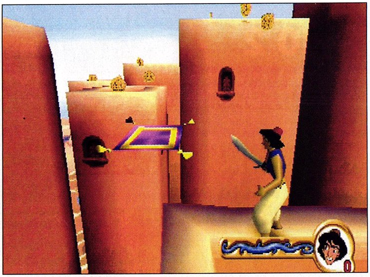


ALADDIN IN NASIRA'S REVENGE

This month's featured Disney-licensed 3D platformer (and it just wouldn't be a demo disc without one) is none other than Aladdin in Nasira's Revenge. Based on one of the more memorable Disney properties from the 1990s, Nasira's Revenge has a style and control that will evoke fond memories of the Aladdin titles of the 16-bit generation—although it's not quite up to the level of those beloved games.

The demo level is fairly basic. Starting out on the streets of Agrabah, you have to find your way around the malcontent gatekeeper. After stocking up on apples in the first street section, veer off to the left, and make your way up the ramp and to the rooftops. Knock the guard in front of the baker dizzy with an apple, and then dispatch him with your sword. Thirty coins later, you'll have some cake with which to bribe the gatekeeper down on the street level.

That's just the beginning—we'll leave it up to you to figure out the rest.



What good is an Aladdin game without a magic carpet?

EVERYONE
E
CONTENT RATED BY ESRB

△	PUT AWAY SWORD	L1	FREE LOOK/AIM
□	ATTACK/THROW	L2	ROTATE CAMERA
○	BLOCK/SNEAK	R1	DUCK
✕	JUMP	R2	ROTATE CAMERA

PUBLISHER: SONY CEA
DEVELOPER: ARGONAUT
AVAILABLE: NOW • **PLAYERS:** 1
GENRE: ACTION

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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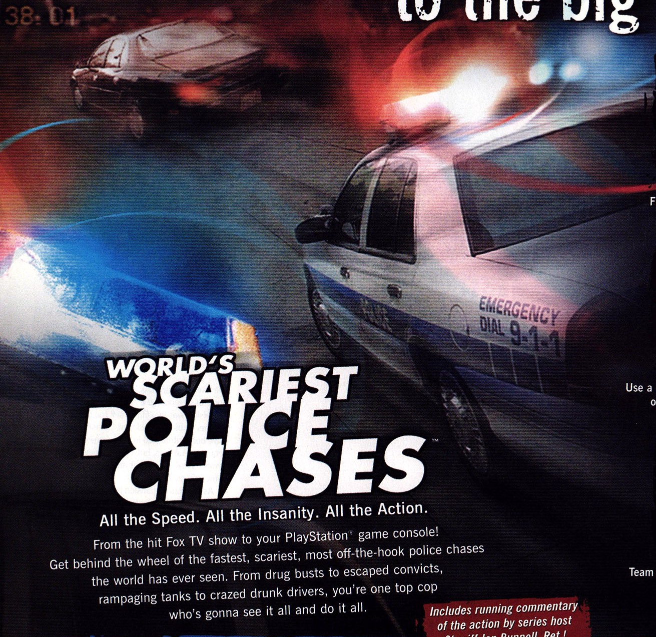
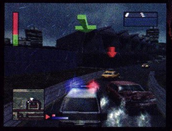
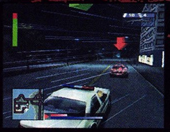
Give perps a one-way ticket to the big house.

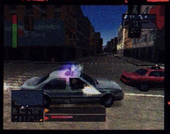




Fight crime through 20 tire-screeching, gun-blazing missions.



Use a variety of vehicles and an arsenal of weapons to send the scum to the slammer.



Team up with a buddy to stop criminals together in Co-op Multiplayer Mode.

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TEEN
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CONTENT RATED BY ESRB
Violence

PlayStation

UDS

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PlayStation Magazine
Dark Cloud
Final Fantasy X
Silent Hill 2
Metal Gear Solid 2

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Is Mystery Girl Meryl?

Meryl Silverburgh of Metal Gear Solid could possibly be the knife-wielding"Mystery Girl" of Metal Gear Solid 2: Sons of Liberty. I will explain:

1) Hideo Kojima clearly stated that one of the endings in Metal Gear Solid was the "actual" ending.

2) Production art for Metal Gear Solid showed Meryl wearing a knife. We never get to see her use it in MGS, so if the Mystery Girl is Meryl; her using the knife could be a way Kojima is apologizing for her not using it in MGS.

3) Back to the endings. What if the "Meryl is dead, Snake leaves with Otacon" ending is the actual ending? The bomb Meryl was hooked up to did not explode, and Liquid Snake never said she was dead or dying. Snake assumed she was dead. He leaves with Otacon.

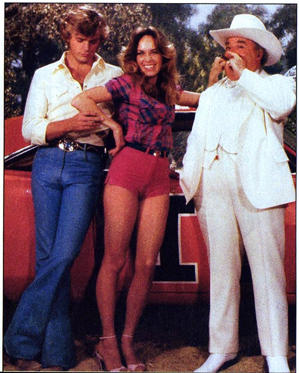
4) Otacon, Revolver Ocelot are obviously back from MGS. The Mystery Girl could be Meryl because Meryl wakes up from a brief coma next to a broken Rex, Ocelot comes to her aid and somehow convinces her to join him.

5) Throughout the video demo of MGS2: SoL, you hear the Mystery Girl gripe and complain about how her unit is the only family she has. During MGS all Meryl does is talk about how the military was her life, and how she wanted to be a soldier like Snake. Also, the brief fighting scene looked pretty intense; could she be hooked on revenge?

6) She dyes her hair and lets her armpit hair go to better disguise herself from Snake. She told Snake she wasn't really feminine. This just could be her way of being rebellious or something like that.

James Tong III
tongdynasty@yahoo.com

You've certainly thought this through a lot, and some of your logic seems sound. It would also tie in with some of the rumors we've heard about MGS2, most notably that the "Mystery Girl" plays a dominant part in the whole game, and the possibility that you actually spend much of the game playing as her, rather than as Snake. We've also heard some crazy stuff about what happens at the end of the game (see Clish's page this month for a rumor that may or may not spoil the game, depending on whether her info is right) and your Meryl idea could fit in with this too.



Letter of the month

Sweet But Short: The Debate Continues

I want to respond to the June 2001 letter of the month. I'm sure that there are many many people out there who can agree with Jimmy about video game makers needing to find a good balance of quality and quantity.

I feel the need to throw my very non-hardcore gamer opinion out there, however. I like video games a lot. I own three consoles and a Game Boy Color. I am a teacher and I keep a PlayStation at school. It is a well-known fact among my students and colleagues that I like video games. Between all of my systems, I own well over 100 games. However, I sadly have neither the time nor the attention span to actually finish video games. Of all the games I own, I have probably completed about three of them. You may laugh and call me a video game wuss, but I'm sure I'm not the only one out there. In fact, two of the games mentioned either in this letter or in your response were Z.O.E. and Starfighter. I own both of these games and have completed neither. I spent a few hours with Z.O.E. before I grew tired of it, and I just couldn't get into Starfighter. My favorite games are games like Tekken and Tony Hawk, games that don't require you to immerse yourself in them. One of the few games I have ever completed is Dukes of Hazzard, which was actually an enjoyable experience for me despite the reviews it received. The reason I was able to complete this game was because it took all of a couple of hours including the cutscenes. Although many of you may cringe hearing this, I think that the short but sweet games are excellent choices for gamers like myself.

Jennifer Orr
jennorr99@aol.com

This is something that is sure to spark debate with equally valid arguments on both sides. While the trend for games getting shorter and shorter can seem worrying, it also caters to the less hardcore gamer. Ultimately it would seem that the way is being paved for the "episodic gaming" that developers have been hinting at for the last few years. With this type of game, players will be able to buy (or more likely download) an hour's worth of gameplay and be entertained in a way not unlike sitting down in front of the tube to enjoy *X-Files* or *Star Trek* or whatever. Purists will no doubt be distraught at the thought of this, but maybe not presenting gamers with 50 hours' worth of game all in one go could help remove some of the intimidation that casual players feel when faced with something like Final Fantasy. Let us know what you think, write us at OPM@ziffdavis.com.

Gunslinging

I don't know about you guys, but I think Gunslinger for the PS2 would be a great game. The only problem is that I haven't heard anything about it in a long time. Is it ever going to come out? If so, is there anything else you can tell me about the game? Also, I'm sure this question has been answered before, but what is that big space in the back marked, "Expansion Bay" for? What goes in or will go in there?

Kevin Anderson
dudeboy3000@yahoo.com

We haven't heard much about Gunslinger for ages. Clish reported a story a while ago that Activision was looking to sell the game to another publisher, and that LucasArts might have been interested in repackaging it as a sequel to Outlaws, but this was never confirmed. We'll look into it and try to dig up some info soon.

As for your Expansion Bay question, that's the hole where the network adapter and hard drive will slide in. For more info on that, check back next month when we'll bring you full info on Sony's online plans for PS2.

Is Xbox A Threat?

I have been a PlayStation owner for a while, and an *OPM* loyalist for a year, but I'm running out of things to say to my friends about the greatness of PlayStation. I'm definitely getting a PS2 when I can, but the news of Xbox and its capabilities is quite unnerving. I hear it runs at an amazing speed and has amazing special features (like being able to burn your own music). The really horrible part is that Xbox is ripping off some of the best PlayStation games. Some of these include Metal Gear Solid X and even Tony Hawk 2! That's insanity! Those are our games! Maybe you guys can help reassure me that Xbox isn't gonna run the hell out of PlayStation 2, because I definitely need it!

Chandler Moore
Arlington VA

Competition is good...and the Xbox is certainly something formidable. That said though, so far we've not seen anything that really blows the PS2 away. When speaking to Jason Rubin from Naughty Dog recently, he told us how Microsoft tried to woo them with technology before they were bought by Sony. He told us that the system was powerful, but not signifi-

cantly more than the PS2. It's also worth thinking about the head start the PS2 has. In the last year the system has sold 10 million units worldwide. That's incredible growth, and quite clearly the fastest-growing system ever. Both Nintendo and Microsoft are going to have their work cut out for them just to catch up when they release their new systems this Christmas. As for the games, most of "our games" as you say, are simply enhanced versions of old games, or ports of games that will have already been out on PS2 for a while. Metal Gear isn't shifting to Xbox, there's just another version being released.

Johnny Bazookatone

My friend Jason and I were looking in the GameShark registry and stumbled upon a game called Joe Bazookatone. After extensive time on the Net looking for screenshots of the game, we were left weeping, for our search turned up nothing. After this dramatic experience, we turn to you guys for help. Is there such a game as Joe Bazookatone? Please run some screens and some quick info on the game.

Allen & Jason from Canada
shin_akuma_x@hotmail.com

PlayStation
bazookatone
EIDOS

The game was actually called Johnny Bazookatone. It was by Eidos and came out pretty early in the PlayStation's life. It's difficult to track down any information on it (it's not even listed on Eidos Interactive's Web site), but you can probably find a used copy from somewhere like EBgames for around $5. No-one here remembers the game all that well, although we do have vague recollections of a 2D platform game. There were some shenanigans with a guitar as some kind of weapon as we recall. Here's the box art anyway. Why are you so interested in it? Just because of the cool name?

He's Very Angry

In January, I was encouraged to by a PS one by a man working at a local game store. I told him that I had already purchased a PlayStation 2 but he persisted to list reasons why I should still buy the PS one console. His main argument was that the system would soon be fully portable. I was told that the Sony monitor would be released in March. I decided that this would be fun to have and that I would soon get the screen and be able to play my PS one in the car. So the next week, I brought my old PlayStation to the store along with some games in order to get my PS one. Well, now that it has been four months since my purchase (not to mention two months since the date I was told the monitor would be released), I can't hold my anger anymore. I want to know what the deal is with the Sony monitor! Is it coming out or was it cancelled and I wasted my money?

Nick Kilburne
Jackolope5@aol.com

As far as we know, Sony never actually "officially" announced its own portable screen. There were photos of the device when the PS one was first announced in Japan, but we've not seen anything since. If you're really keen on the idea of playing in the car, you should check out the InterAct screen. It's a damn fine piece of hardware and the picture and sound quality is superb. That's been out for a few months now, and I'm sure your "helpful" friend at the game store can hook you up with one fairly easily. Alternatively, check out www.interact.com.

QUICK HITS

Teletubbies Say What?
I just wanted to know if you could not put little sissy games on your discs (as in Teletubbies). These days people want a little more violence. Teletubbies may say "faggit" and all, but I'm in fourth grade and I hear the word fu every day. So if you could please put a little more violence in the games.**
imablinkguy@aol.com

Kids today, huh? It's kinda scary isn't it?

Enough Army Men Already
I'm not trying to bring down 3DO, but other people like me might be getting tired of the Army Men games, and someone needs to tell 3DO, "That'll do pig. That'll do."
Sam Mark
driver016@aol.com

Does everyone agree? Let us know what you think. E-mail OPM@ziffdavis.com

Big Bouncy Boobs

I don't get what the big deal is about big-breasted girls in games. As a fairly "small-chested" girl, it's kinda cool to turn on my PS2 and be kicking someone's ass as a DD-bra-sized fighter in DOA2 Hardcore. I mean, what's the big deal? Some people, believe it or not, DO have big boobs, whether it's natural or not. I have learned from my guy gaming friends that they love being the big-muscled macho man in a game, so why can't I be a big-boobed macho woman? It's not like I'll be "influenced" and go out and get implants or anything.

tigress4627@hotmail.com

Well, quite.

QUESTION OF THE MOMENT

This month you tell us what you think of the state of RPGs on PS one and PS2. Next month, let us know what you think of video game-related movies. E-mail your thoughts to OPM@ziffdavis.com. Mark your notes MOVIE MADNESS.

These days, RPGs are just so repetitive. I'm a pure-breed RPG junkie with half of my library consisting of a whole mess of Final Fantasies. But now, I'm starting to realize that they all have the same structure.

yoonp@wam.umd.edu

If it weren't for Dark Cloud, I'd be worried for the PS2. I've not played it yet, but last month's cover story made it look incredible.

Jason Simmons
San Jose, CA

RPGs seem to have gotten a bit stale. The worst thing is that they seem very formulaic. The stories are basically very similar, the combat is all derivative, and no one is offering anything new. At least Dark Cloud looks like it might be something new.

Alex Ross
Marlboro, MA

The selection sucks!

ultimatbluesfann@aol.com

I think RPGs on the PlayStation 2 have been disappointing so far, but once Square releases Final Fantasy X we will all be better off. Not to mention their future projects!

Beth Sterling
gurl_gamer@hotmail.com

> "...it's kinda cool to turn on my PS2 and be kicking someone's ass as a DD-bra-sized fighter..."

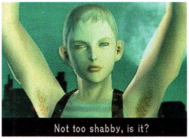
SARAH MUMMERT'S MOST WANTED

1. **PlayStation 2**
2. **Crash Bandicoot: The Wrath of Cortex**
3. **Final Fantasy IX**
4. **Final Fantasy X**
5. **Spyro (1, 2 and 3)**
6. **Crash Bandicoot (1, 2 and CTR)**
7. **Digimon World**
8. **Digimon World 2**
9. **200 Memory Cards**
10. **Analog Controllers**

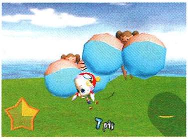
E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new picture, from Stretch Panic, should be easy enough.



WINNER!
"Strong enough for a man, but made for a woman."
wildwolf@rcn.com

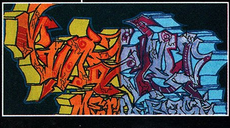


NEXT MONTH
Think of something that'll make us actually poop ourselves and you'll be our next winner.

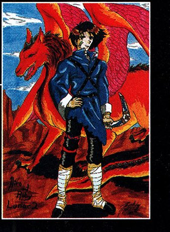
The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game in the mail—so include your mailing address with all submissions.

RUNNER-UP
Carlos Farje
Queens, NY



WINNER
Tonya Wigger
North Edwards, CA



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Horn
Remove parts
Wings of Apollo
Wings of Hermes
Wings of Athena
Cop Light
Tail Light
LAYOUT
TUNE UP
CASH
10000 G
OK
BACK

Hundreds of customizable parts

Multi-play
WELCOME TO THE GADGETRACERSWORLD
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2P Rossobarnita
3P Fujisawa AK250
4P Garbage Buster
Top Speed
Acceleration
Handling
Braking
Weight
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OK
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Build the car of your dreams!

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INSIDE SPIN

28
SmackDown! Wrestles with PS2
An exclusive first look at the new SmackDown! game, which boasts some truly innovative features.

34
Straight to Hell
Based on Dante's *Inferno*, The Lost is more than just a game with literary aspirations. Find out why.

36
Smashmouth Football
We chat with Charles Woodson, football star and coverboy for the new NFL Blitz for PS2. Also, first screens and info on the game.

42
Clish MacLaver
Gaming gossip and rumors.

48
Forgotten Treasures
Some of our favorite forgotten games plucked out of the massive PS one library. Read our selections, then send us your own top picks!

52
Music and Movies
Reviews of CDs from artists featured in PlayStation games. Plus, our thoughts on some new DVD releases, and much more.

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GT3 Breaks Sales Records

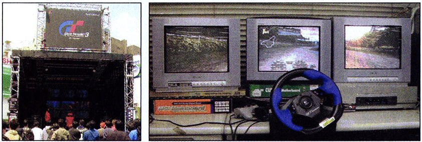
The most anticipated racing game of all time, Gran Turismo 3 is finally released for the PS2 in Japan, causing long lines and breaking sales records for the console

Ever since the PS2 was announced we've been catching glimpses of Sony's Gran Turismo 3. Each time looking better than the last—each time looking more and more enticing. And because of this, the ongoing delays became increasingly difficult to stomach. People just needed to get their hands on this game.

On April 26, Sony finally released GT3 to ravenous PS2 owners in Japan—and it sold out everywhere. Lines formed at retailers, crowds amassed at Sony's GT3 festival, and people hunted around everywhere trying to score copies. It was a massive game launch for one of the PS2's most anticipated titles yet.

Sony shipped a million copies of GT3 to Japanese retailers and within 48 hours most of these had sold through, a record for PS2 game software sales. In fact, GT3 managed to sell as many copies in three days as Onimusha, the best-selling PS2 game up until that point, did in three months. GT3 made it clear to anyone that Japanese gamers aren't just using their PS2s for watching DVDs—they were just waiting for some killer software. And GT3 seems to fit that bill pretty well. In fact, the largest Japanese video game magazine, *Famitsu*, gave GT3 a score of 39 out of 40, a number rarely rarely seen in those pages.

All in all, GT3 was an important games launch for Sony in Japan, but it will be just as important for Sony in the States. No doubt by the time you read this, you should have a copy of the game yourself, so you'll know firsthand why all this waiting has paid off.



Sony held a Gran Turismo 3 festival in Tokyo to let gamers compete with each other (left). A Japanese Web site posted a picture of a three-monitor one-player game setup for GT3.

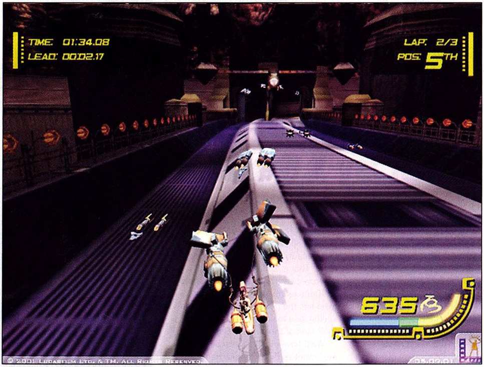
Rock Out To The Tunes

Below is a list of some of the songs that are likely to appear in the U.S. GT3. ***(Although our review copy this month was final code, prior to going to press we learned that the song list was still subject to change.)***

8 Stops 7 – "Satisfied"
Apollo Four Forty – "Stop the Rock"
BT – "Mad Skillz"
CiRRUS – "Break In"
The Cult – "She Sells Sanctuary"
Dave Aude – "Go Gran Turismo"
Elite Force – "Call It Brisco (And Why Not?)"
Goldfinger – "99 Red Balloons"
Grand Theft Audio – "As Good As It Gets"
Grinspoon – "Champion"
Jimi Hendrix – "Stone Free"
Judas Priest – "Turbo Lover"
Junkie XL – "Def Beat"
Lenny Kravitz – "Are You Gonna Go My Way?"
Methods of Mayhem – "Crash"
Mötley Crüe – "Kickstart My Heart"
Papa Roach – "Never Enough"
Powerman 5000 – "Supernova Goes Pop"
Raekwon – "Determination"
Snoop Dogg – "Dogg's Turismo III"

STAR WARS SPEED DEMONS

LucasArts teams with Rainbow Studios for a new Star Wars racing game on the PlayStation 2



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TIME: 05:28.06
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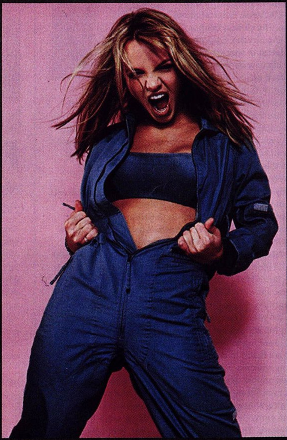
LAP: 5/5
POS: 4TH
632

Remember how N64 owners got to celebrate the opening of *The Phantom Menace* with a Podracing game of their own, while those with a PlayStation had to settle for a disappointing adventure game and Jedi Power Battles (and months later, at that)? It seems the situation will be in PS2 owners' favor for next year's *Star Wars: Episode II*, though, as LucasArts will release Star Wars: Racer Revenge in the first quarter. Set eight years after the original Racer, the game pits a grown-up Anakin Skywalker against an angry Sebulba—not to mention a slew of other competitors, new and old, all out for glory in races like Tatooine's Boonta Eve Classic. The most promising part? The game is being developed by none other than Rainbow Studios, creators of ATV Offroad Fury and the extremely promising SplashDown (see page 76).

Britney Steps Up

Pop sensation Britney Spears stars in a new interactive game exclusively for the PS2



Marc Baptiste/Corbis

It's official—Britney Spears will soon have her own PS2 game. (See? We didn't give her a special corner in the magazine all these months for nothing!) But it's no average PS2 title the teen pop star will be featured in. Instead, it's actually the first of a new kind of technology being used on the PS2 called FirstPerson Immersive Video from a company called Enroute. The title will use this technology to deliver 360-degree navigable video that runs at 30 frames per second and plays at broadcast-quality resolution. This means that users will be able to navigate the camera, zoom in and zoom out of scenes, and dictate the point of view for Britney Spears shows and events, essentially giving them a live experience right at home.

While the main aspect of the game is essentially interactive video segments featuring Britney, there will also be gaming elements. These have yet to be revealed, though.

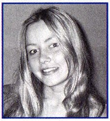
What's interesting about this first title from Enroute is that it marks one of the first interactive products for the PS2 from a non-game-specific company, demonstrating the console's viability as more than just a video game machine.

The Britney Spears PS2 title is expected to release in early 2002. No publisher has been named yet, but it is said to be one of the larger ones. As for whether or not Enroute is currently negotiating with other musical acts for other PS2 products, a spokesperson for the company said yes, and even hinted that Britney's boyfriend, N'Sync's Justin Timberlake, seemed interested in the technology. And you know what that could mean.

We'll have more on the new Britney Spears title in future issues. And of course, lots of photos of her.

ZOE FLOWER

THE E3 EXPERIENCE



For the games industry, spring is synonymous with the Electronic Entertainment Expo. The closest thing to gaming nirvana, E3 proffers the latest in nascent software and hip new hardware, all dressed up and dished out by costume-clad buxom bombshells. It's Disneyland on crack cocaine, thousands of dealers handing out free samples to the junkie addicts as monolithic displays of full-motion video are fed directly into your spine. While the pixel-packed dust of this year's E3 will have just settled into gaming history when you read this, its effects on the industry will be felt for months to come.

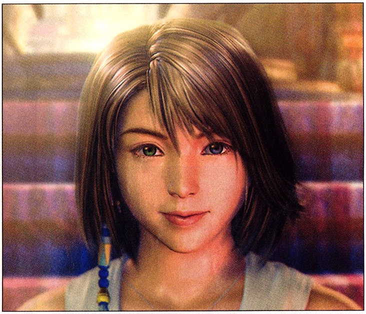
My history of attending the show has been an interesting one. Last year's E3 left me journalistically handicapped thanks to one Metal Gear Solid 2 movie trailer shown a full day prior to the expo's gala opening. Since that moment, a simple Pavlovian reflex causes me to salivate at the sound or sight of anything related to Solid Snake (don't bother with the obvious Freudian analysis). I declared MGS2 "Game of the Show" before going to the actual show. I could have destroyed my journalistic integrity had I not been absolutely right.

This year, I can guarantee that Konami will yet again drug me with a needle full of new MGS2 gameplay that will leave me temporarily blind and drooling. Should I survive that, I'm bound to be hopped up on Half-Life Decay, visions of the Black Mesa Facility stunningly rendered on PS2. Naughty Dog Software will show the world its Crash Bandicoot killer, silently scripted over the past few years. Sega's software-only section will showcase some gems that, like Crazy Taxi and Sonic, are headed Sonyward. There will be much to learn from LucasArts and the purveyors of Lara Croft, not to mention Square's Final Fantasy X and the British-built Getaway that will occupy our thoughts long after E3 has passed.

And then there are the extra top-secret projects shown to a privileged few behind closed, barred and gated doors rigged with C4 explosives and intimidating guards. It's a first-class seat on a trip into our gaming future. Even a friendly blonde journalist, in a short skirt hemmed somewhere between influential and indiscreet, might not find her way into these portals of privilege. That doesn't mean I won't try. Should I fail in my mission, however, I can recoup later at a game developer's soiree, where secrets flow like the gallons of wine and spirits poured straight through the night. The real challenge lies in returning to work with these memories intact. The mornings of E3 are famously unforgiving, as the strobing lights and tympanic trauma of microphone-wielding screech monkeys are enough to knock even the most ingrained knowledge out of your skull.

Each spring, I return from E3 with aching feet, a headache and a bag full of useless keychains and coffee mugs, asking myself why I go back every year. And then I think about the dose of Metal Gear gameplay still lurking in my bloodstream, and the answer seems clear.

Zoe Flower is no longer gracing Canadian TV screens and is instead pursuing new interests in order to establish herself as a multimedia superstar. Check out her stuff at www.zoeflower.com.



Final Fantasy X Update

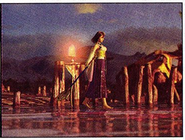
New plot details and U.S. release info revealed for Square's latest Final Fantasy saga

First, the bad news: Final Fantasy X won't be hitting U.S. shores until early next year. Now the good stuff: Square has let loose some cool information on why it's taking so long. Sources indicate that the extra time is being used to find new voice talent for the U.S. version. What sort of voice talent? Well, signs point to some big Hollywood names possibly lending their vocal uniqueness to the project.

Square has also revealed some first details on the game's plot. FFX takes place in Spira, which was once a land of great beauty and technological advancement. That is, until Sin arose and destroyed civilization. The main character Tidus teams up with wanderer Yuna (who has the power of Aeon summon spells), and together they set out to rid their land of the curse of Sin.

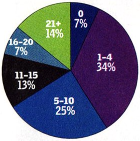
We'll have plenty of new details in next month's Final Fantasy games/movie feature. Until then, check out www.playonline.com/ff10/ for a nifty flash movie sequence.

キマリ：いつかケリをつける



OPM READER POLL

Since you bought your PS2, how many times have you watched DVD movies?



DATA STREAM

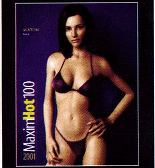
Get Wild on PS2

Sony has announced that a third installment in the Wild Arms series is currently in the works for the PS2. We'll have first details on it soon.

Survive It Again

Capcom has revealed that it's working with Namco on a Resident Evil arcade game. Its full name is Gun Survivor 2: Resident Evil Code Veronica (it shares similarities with RE- Code: Veronica). A PS2 port will likely follow.

Virtual Hot Babe



The May issue of *Maxim* featured the CG-rendered Aki from Square's upcoming *Final Fantasy* movie on the cover of its Hot 100 insert. Technology sure is wonderful.

OVERHEARD: MATTHEW PERRY

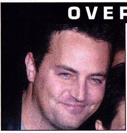


Photo: Sam Levi/Wireimage

"I used to have a social life, go on dates, go to dinner parties, have a job. Now all I do is sit in a big chair and play PS2. I never leave my house. My friends have wondered what happened to me."

—*Friends* star Matthew Perry admits his latest addiction

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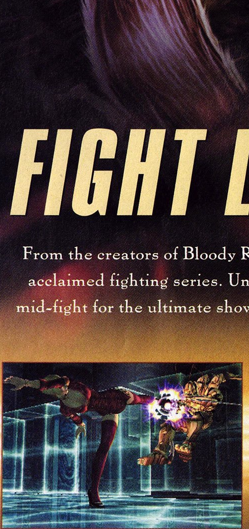

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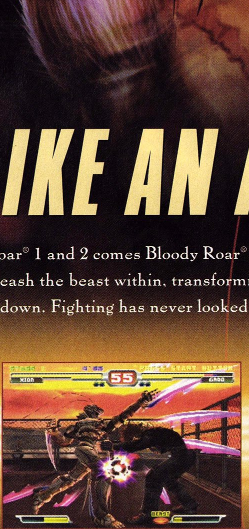

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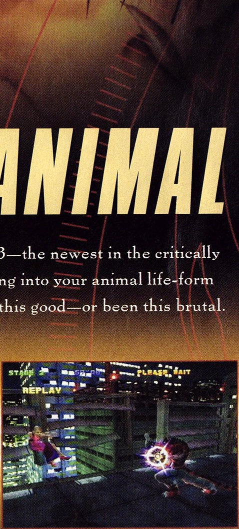

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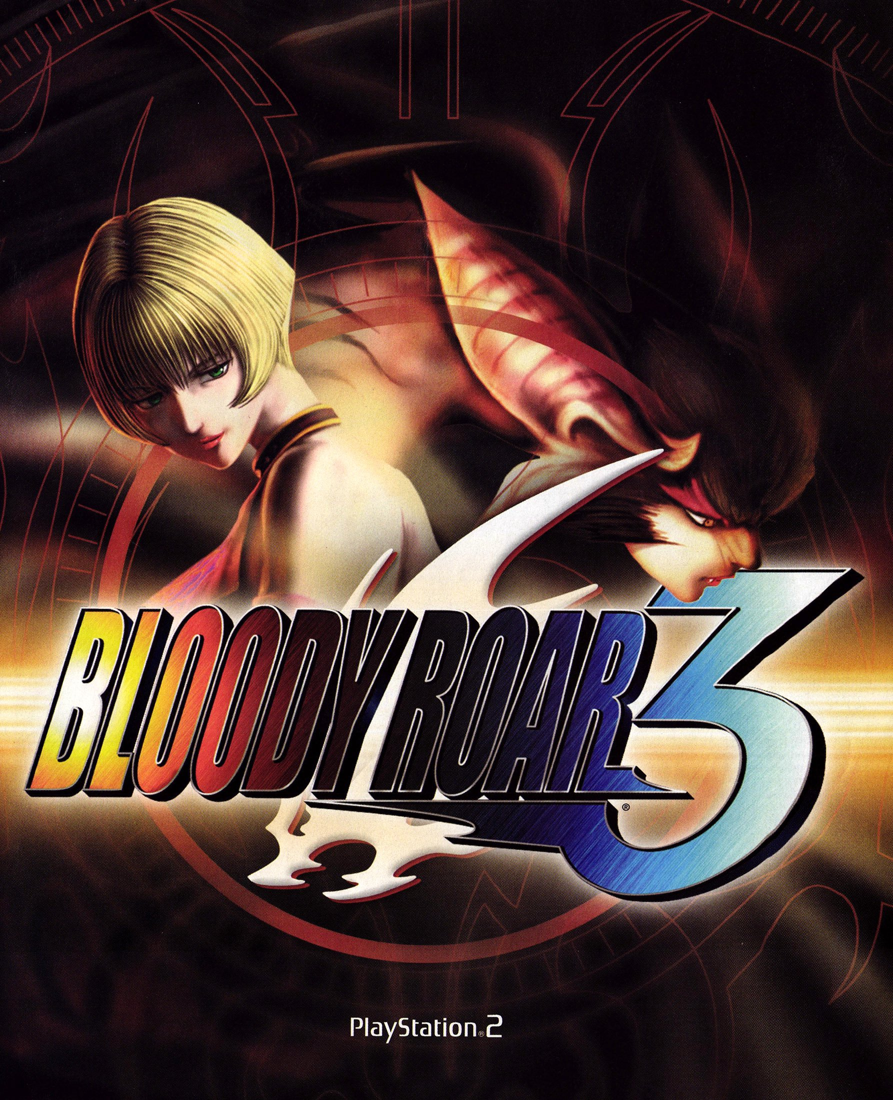

BLOODY ROAR 3®
PlayStation®2

Body Slammin' the PS2

THQ and Yuke's have teamed up once again to take the ultimate wrestling game to new heights on the PS2

If there's one thing that Japanese developer Yuke's can pride themselves on, it's that they make the best wrestling video games on the planet. Knowing this, THQ hooked up with them for the first SmackDown!, which blew WWF fans away with its great graphics—and, more importantly, great gameplay (something decidedly absent from most wrestling titles up 'til that point). The two teamed up again for the sequel, which featured a slew of upgrades over the original. It was quickly labeled by many as the finest wrestling game of all time.

We've known for a while that Yuke's is hard at work on a new SmackDown! game for the PS2. And that's had us really excited. So excited that we immediately jumped on the opportunity to get an early peek at the title and a chance to chat with the team about their plans. And you know what? We have every right to be excited. Why? Because Yuke's WWF: SmackDown! "Just Bring It" is shaping up to blow away wrestling fans all over again.

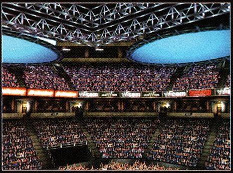
The most noticeable upgrade for this new SmackDown!, considering it's on the PS2, will of course be the graphics. Everything just looks so much cleaner and more detailed now. Polygons for the characters have been dramatically increased, and all the motion-captures have been redone. The biggest enhancements, though, are the enormous environments, which allow for seamless action between the rings and the outside areas. Now you'll be able to brawl in a SmackDown! arena, a lobby, a plaza, a Raw Is War arena, a Pay Per View arena, a parking lot, a boiler room, WWF studios in New York, and WWF Times Square.

The action will also be that much more chaotic—just like the real thing. "Just Bring It" can display up to nine characters on screen, including a ref. This means you'll be able to engage in a three-way tag-team match (you and your friends control four of the players, while the computer controls the other two). Yuke's is also currently toying with the idea of having commentators following the on-screen mayhem.

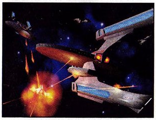
One of the neatest aspects of "Just Bring It" is the picture-in-picture window, which adds a new dynamic to the matches. In the corner of the screen, you'll see different perspectives on the action from various angles—if, say, the Undertaker unexpectedly rolls in on his Harley during a match, you'll see that "live."

The sound is also getting a nice upgrade. While the first two games often reused sounds for lots of different environments, "Just Bring It" will feature loads of different effects—you'll be able to hear the difference between walking on a floor, a cage, or shattered glass. It's just a lot more realistic.

We're impressed with what little we've seen so far—Yuke's has things shaping up nicely. Still, the team admits their greatest challenge isn't working on new hardware; rather, it's dealing with the constantly changing WWF. They never know what will happen next, and have to stay tuned to all the latest changes so they can reflect them in the game. But this volatile nature of the WWF—one of the reasons it's so appealing to fans—is also what makes developing these games so fun and interesting. We'll deliver lots more details on "Just Bring It" next month.



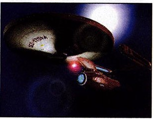
SHATTERED UNIVERSE

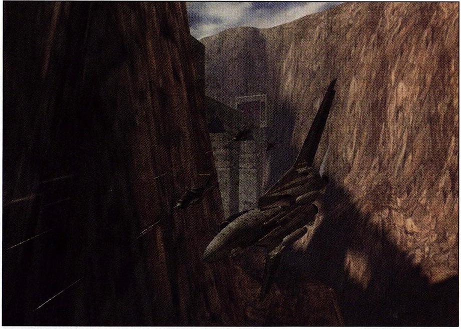


Interplay has announced that it's working on its final *Star Trek* game (the license has been picked up by Activision) and that the new game will land on the PlayStation 2.

Titled Star Trek: Shattered Universe, the game is a space shooter that puts you in command of the USS Excelsior, under the guidance of Capt. Sulu. The setting is a dark universe that was first revealed in the original *Star Trek* series episode "Mirror, Mirror." Sulu and his crew must escape this universe while making sure they don't offend too many Klingons, Romulans, Tholians and other races along the way.

As you progress, you'll be able to gain additional fighters and technologies through alliances or through defeating other ships. Upgrades for your vessel include such exotic alien hardware as the Romulan cloaking device. Shattered Universe is slated to release at the end of this year.





Titus Goes Back to the '80s

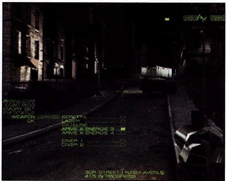
GAME PUBLISHER GRABS TWO OF HOLLYWOOD'S BIGGEST FRANCHISES, *TOP GUN* AND *ROBOCOP*, FOR NEW GAME INSTALLMENTS ON PS2

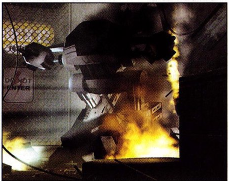
Knowing that all things '80s are getting trendy once again (except the hair—definitely not the hair), Titus has grabbed two of the decade's hottest licenses and is hard at work putting together PS2 titles based on them. Both *Top Gun* and *RoboCop* have been snapped up, and from early indications, they're turning out quite nicely.

Top Gun is being handled by veteran PC flight-sim developer Digital Integration, which enjoyed considerable success in the U.K. with some real propellerhead jet fighter and helicopter simulators. Considering that this is the team's first console outing, it's surprising to see that there's so much emphasis on all-out action. The jury's still out on how it'll play, but one thing's for sure: F-14 Tomcats have never looked this good on your gaming screen. Even Ace Combat 4 doesn't look this cool. Check out those environments! Let's hope all of that detail can be moved at a fast framerate.

RoboCop is being designed as a first-person action shooter, but details on this project are still fairly slim. What we do know is that the game places you in the role of original RoboCop Alex Murphy (none of the crappy TV show stuff here) and lets you see everything exactly as he would with all that groovy text messages and whatnot flashing on your screen. The objective appears to be cleaning up the Delta City streets and eventually facing the laughably overarmed ED-209 in a final showdown.

Both RoboCop and Top Gun are expected to release this fall. Expect more details soon—and hopefully more sweet-looking screenshots in our previews section over the next few issues.





DATA STREAM

Grandia II Update

OPM has learned that Ubi Soft intends to release Grandia II on the PS2 before the year's end in the U.S. Let's hope it's as good as the original.

Lord of the Rings

Vivendi Universal made official that it has secured the game rights to the J. R. R. Tolkien novels, which include *The Hobbit* and *The Lord of the Rings* trilogy. Games based on the Tolkien novels are already being planned for the PS2.

It Was Inevitable

With *Survivor* still hogging the TV ratings, Infogrames has announced that it has struck a deal with CBS to make games based on the popular show. Both a PS one and PS2 version of the game are expected before year's end.

A Perfect Match?

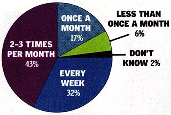
In order to promote cooperation in dealing with the heightened development costs of working on the next-generation game platforms, Enix, Namco and Square have announced a new partnership in which each would hold a 5 percent stake in one another. What could this lead to? A Tekken RPG? A Dragon Quest fighting game?

AIA's Akira

AIA USA is currently working on a PS2 game based on the popular Japanese anime film *Akira*. So far there's no word on what type of game it'll be, but we'll have details shortly. This is clearly part of a new push to celebrate *Akira*. It recently enjoyed some success after being rereleased in some theaters, and the special-edition DVD of the movie should be in stores by the time you read this.

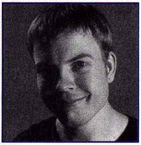
OPM READER POLL

How often do you visit a video game retailer to check out the latest games?



RYAN LOCKHART

IT'S NOT THE SIZE OF THE GAME...



Ask most people what they thought of Zone of the Enders, and you'll likely hear something along the lines of, "Fun to play, looked great, too short." Same goes for Starfighter, or Onimusha, or the Metal Gear Solid 2 demo. Well, fine, the three-minute playtime for the MGS2 demo is worth complaining about, but those other games? Really now. Too short? What's too short?

Yes, games are expensive. With PlayStation 2 titles averaging in at 55 bucks a pop (with tax, of course), we expect as much out of our purchase as we can get. But is the 60 hours of gameplay in Warriors of Might and Magic worth more than the six hours in Zone Of The Enders?

Better yet, would you even want to see those blur effects in Z.O.E. for 60 hours? To be totally honest, now that I'm in the "real world" (i.e., not playing games for a living), hearing a title has "50+ hours of gameplay" freaks me out. I'm currently playing through Chrono Cross again. Well, I'm trying to. The problem is, my free time is null these days, and even though I've been picking up the controller nearly every night for the past month, I'm only a good 20 hours in. And it's starting to drive me nuts.

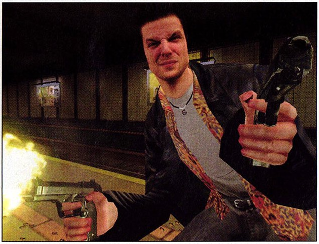
As silly as this might sound, I want to see a game's end credits sooner than later. I want it to end while the beginning is still fresh in my mind, so I don't tire of the initially amazing effects, so it's still compelling. In fact, give me the four-hour playtime for Onimusha any day. RE: Code Veronica, seven hours? Nice. Metal Gear Solid at 12 hours? Complete, utter brilliance. I want to be able to beat a game in a day if I so desire, dammit.

Then again, I'm not saying I'd spend 50 bucks for only a day's worth of entertainment. Take Tony Hawk 2, for example—great game. You can beat it in one sitting if you put your mind to it, but does that stop the desire to rack up more points? Have you never picked up Metal Gear Solid for a second go? Was your first visit to Raccoon City's infested police station your last? If a game's good enough, the fun doesn't need to stop at the end credits; the mark of a great game is that gnawing urge to play it again. That it gives us the desire to relive the experience, to face that end boss one more time, to find all the secrets.

And that's my point. We need to stop concentrating on how much time passes between the opening title and end screen and rather how much enjoyment we get out of the overall experience. Not to mention if every game had Chrono Cross' length, how many titles would we have time to play through in a year? Me? About seven. And that would suck.

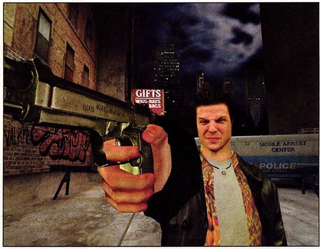
Ryan Lockhart has no Web site, because he's lame. He does like games though, no matter how long they might be. Well, only if they're good. ryan_zwei@yahoo.com

Here Comes the Payne

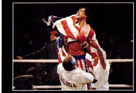


Although Take-2 and its subsidiary Rockstar had announced and unannounced (so to speak) Max Payne for the PS2 several times over the past year, the game has now been given a full green light. Rockstar Games Canada is currently well under way porting the title over from the PC platform, and expects to have it ready later this year.

What can gamers expect from Max? Well, what we've seen so far has been all-out John Woo mayhem using photorealistic characters. Centered in New York City, it's a revenge-driven action game. And it's pretty bad-ass. We'll dish out more Payne in future issues.



DATA STREAM



Sly's Got Game

Twenty-five years after the original film came out, Rage Software has announced that it has teamed with MGM to create games based on the *Rocky* movie series. Look for the first PS2 Rocky title later this year.

Devil and Who?

Good news, RPG fans—*OPM* has learned that Sony is currently localizing Devil and I for the PS2 for a U.S. release later this year.

Sounding Good

Metal Gear Solid fans can breathe a sigh of relief: David Hayter (who recently penned the *X-Men* screenplay and the upcoming Hulk movie screenplay) will portray the voice of Solid Snake in MGS2.

New Square RPG

Our contacts in Japan have unearthed some details on Square's Disney RPG for the PS2. Titled Kingdom Hearts, the game will have you interacting with all the big Disney characters while traveling through their worlds.

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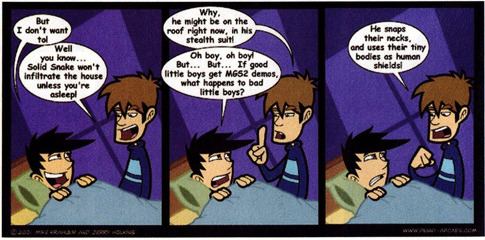
But I don't want to!
Well you know... Solid Snake won't infiltrate the house unless you're asleep!
Why, he might be on the roof right now, in his stealth suit!
Oh boy, oh boy! But... But... If good little boys get MGS2 demos, what happens to bad little boys?
He snaps their necks, and uses their tiny bodies as human shields!
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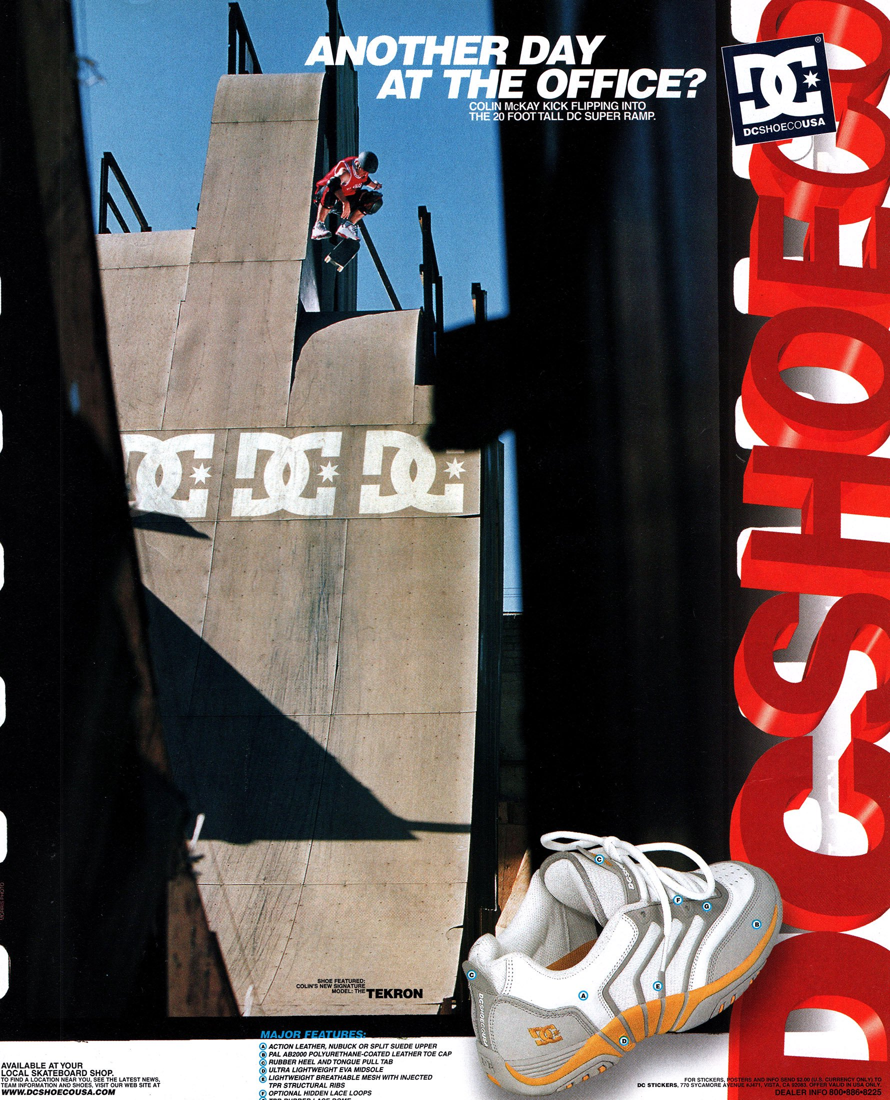

ANOTHER DAY AT THE OFFICE?

COLIN McKAY KICK FLIPPING INTO
THE 20 FOOT TALL DC SUPER RAMP.

MORRIS PHOTO

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FORGOTTEN REALMS

Baldur's Gate™

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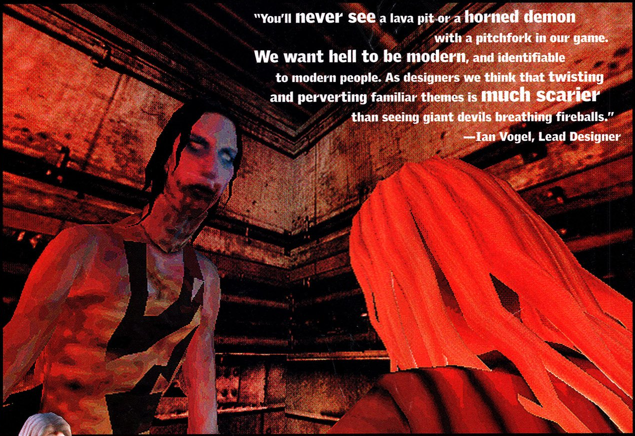
DANTE'S INFERNO



> "You'll **never see** a lava pit or a **horned demon** with a pitchfork in our game. **We want hell to be modern**, and identifiable to modern people. As designers we think that twisting and perverting familiar themes is **much scarier** than seeing giant devils breathing fireballs."
>
> —Ian Vogel, Lead Designer

Crave's cinematic adventure tells you to go straight to hell

For too long Amanda has been in hiding. Her husband is an animal. A typical terrorizing wife-beater. Amanda left him to run far away, taking Beatrice, her daughter, along. Beatrice is all Amanda has left. To feed her, to keep her unsuspecting about the world's evils, to make ends meet, Amanda works as a waitress at a local diner. Their survival is balanced on something thinner than string. Now flash forward: Beatrice is *dead*. Hit in freak-accident fashion by a couldn't-stop semi.

Hopelessness. Depression. Remorse. All these abstractions rest like two-ton anvils on Amanda's shoulders, her psyche. She's hit absolute bottom. Except that she hasn't. Not yet. But the way things are looking, she will. Very, very soon. After all, she's standing on a bridge, ready to jump. Ready to throw herself away. And it's a long way down. But she doesn't yet realize how far she'll descend. And so The Lost, Crave's first big PS2 project, begins.

We know what you're thinking: These are adult issues reserved for R-rated movies, not video games. Where's the glib sense of reality? Why are these characters dealing with real-life issues? Wouldn't this be better served as an independent film?

Maybe it would make a nice flick. After all, it has two things in its favor. First, it's loosely based on Dante's *Inferno*. Second, the story was written by Ken Levine, Irrational Games' general manager, who started working as a Hollywood screenwriter at 19. Levine believes that "no one has moved the horror genre anywhere." That's why The Lost is being made. To reinvent, or at least reinvigorate, the survival-horror wheel. And when you stir classic literature in with Levine's résumé, it's a delectable stew.

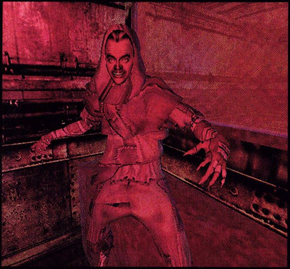
It's true that The Lost is Irrational's first console effort, but they're well-known on the PC. They made System Shock 2 (considered by some to be the scariest game ever), the original System Shock and the Thief games.

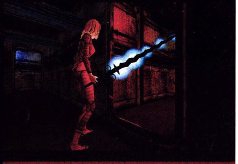
Enough business talk, back to the story. OK, so Amanda's standing, a perfect George Bailey moment, pre-jump when Clarence shows up, only this is no angel trying to get his wings. It's the devil himself. And in true devil fashion, a deal is struck. Souls are at stake. Amanda has the right to go to hell to win her daughter back. (Note: Beatrice is the name of Dante's one true love, who he wrote into *Inferno*.) But if she can't recapture Beatrice, then her soul's lease is signed over to the devil.

So Amanda descends. But there's no river Styx. This is Inferno for a new generation. Instead, Amanda arrives in Limbo via a concentration camp train that stops at hell's first circle.

The WWII prison camp environment is claustrophobic, overwhelming. Buildings are built atop one another,

MEETS PS2





demon stormtroopers patrol the grounds. PA systems blare. In Limbo you'll find Virgil, your snaking guide. You'll discover Instinct, one of four characters who helps Amanda survive.

"Instinct is an idealized version of Amanda," Levine says. "Sort of like Selina Kyle as Catwoman." As Instinct, Amanda can survive the rigors of hell. But the other help she commandeers is just as important. The other characters, Corruption, Shadow and Light all feature strengths and weaknesses that challenge the gamer to actually think about his/her next action.

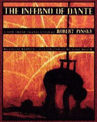
"In Resident Evil there's a right and a wrong way to approach a problem," says Levine. "Our game doesn't necessarily have a right way. Each character can handle a problem differently."

Certain decisions you'll make will be based on whether or not you want to free The Lost. "The Lost" refers to individuals wrongly trapped in hell. If Amanda helps free them, while discovering some of hell's secrets, she'll be stronger in her attempt to recapture Beatrice. Strength she'll need in these desperate and disturbing environments.

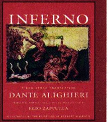
Post-Limbo you'll go to the circle of Ignorance, where there are dilapidated libraries, ruined cathedrals and other perversions of knowledge. The circle of Corruption is sullied with pollution at every turn, ranging from trash-gorged landfills to poison waterways. And these horrid visions of humanity gone awry are just the beginning.

We're ecstatic to discover a game that brings us to hell so imaginatively, with so much at stake. Finally, here is a game where grief and loss are legitimately central themes. We wait impatiently to descend.

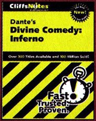
SOURCE MATERIAL



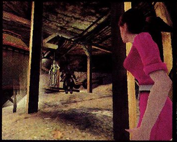
The Inferno of Dante
Robert Pinsky
Price: $9.00
America's poet-laureate has closely crafted a translation that nearly attains Dante's symphonic range.

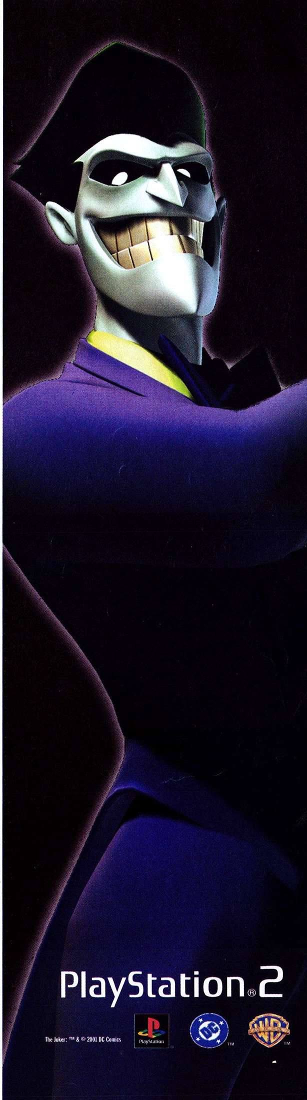


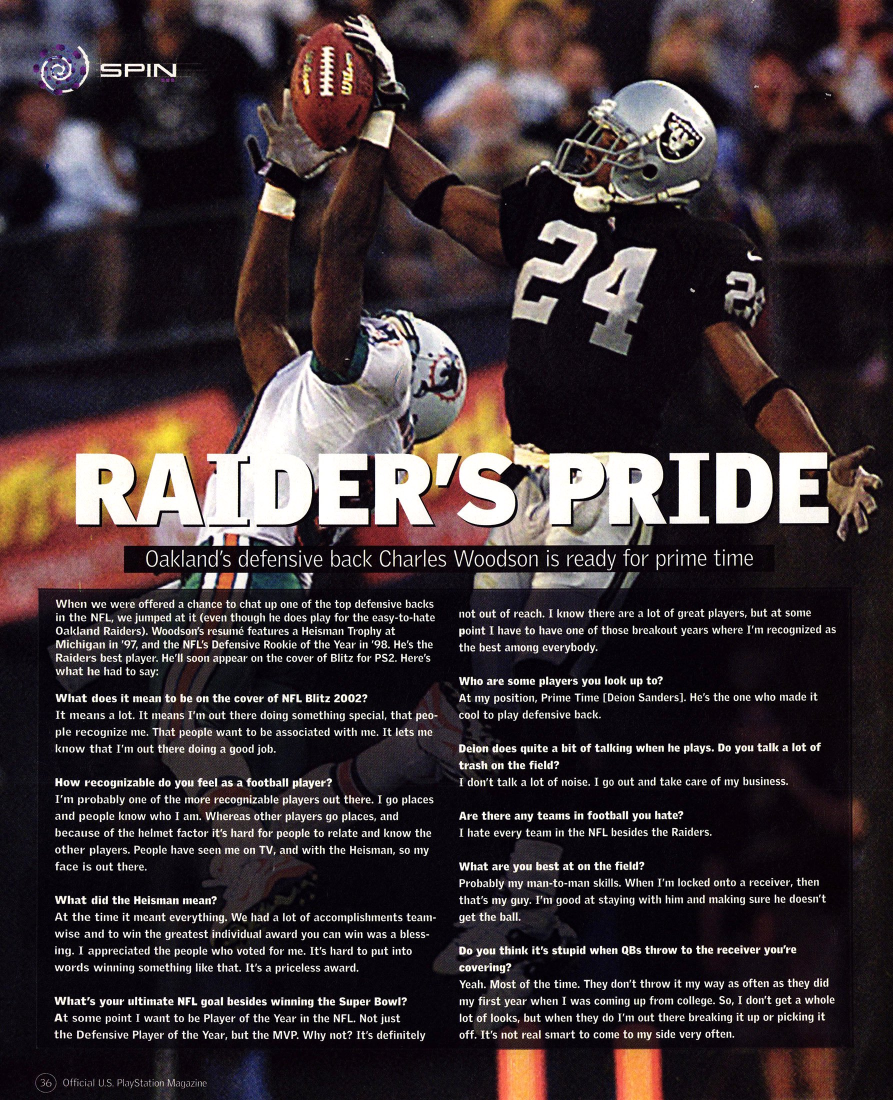
The Inferno
Elio Zappulla
Price: $12.00
This retelling is prime for readers unfamiliar with the original work. At the end of each of the 34 "Cantos" there is author commentary.



CliffsNotes
Luisa Vergani
Price: $4.95
We won't tell anyone if you use the CliffsNotes to cheat your way through Inferno. It may be the best way to discover Dante's story.




PlayStation 2
The Joker: ™ & © 2001 DC Comics



RAIDER'S PRIDE

Oakland's defensive back Charles Woodson is ready for prime time

When we were offered a chance to chat up one of the top defensive backs in the NFL, we jumped at it (even though he does play for the easy-to-hate Oakland Raiders). Woodson's resumé features a Heisman Trophy at Michigan in '97, and the NFL's Defensive Rookie of the Year in '98. He's the Raiders best player. He'll soon appear on the cover of Blitz for PS2. Here's what he had to say:

What does it mean to be on the cover of NFL Blitz 2002?
It means a lot. It means I'm out there doing something special, that people recognize me. That people want to be associated with me. It lets me know that I'm out there doing a good job.

How recognizable do you feel as a football player?
I'm probably one of the more recognizable players out there. I go places and people know who I am. Whereas other players go places, and because of the helmet factor it's hard for people to relate and know the other players. People have seen me on TV, and with the Heisman, so my face is out there.

What did the Heisman mean?
At the time it meant everything. We had a lot of accomplishments teamwise and to win the greatest individual award you can win was a blessing. I appreciated the people who voted for me. It's hard to put into words winning something like that. It's a priceless award.

What's your ultimate NFL goal besides winning the Super Bowl?
At some point I want to be Player of the Year in the NFL. Not just the Defensive Player of the Year, but the MVP. Why not? It's definitely not out of reach. I know there are a lot of great players, but at some point I have to have one of those breakout years where I'm recognized as the best among everybody.

Who are some players you look up to?
At my position, Prime Time [Deion Sanders]. He's the one who made it cool to play defensive back.

Deion does quite a bit of talking when he plays. Do you talk a lot of trash on the field?
I don't talk a lot of noise. I go out and take care of my business.

Are there any teams in football you hate?
I hate every team in the NFL besides the Raiders.

What are you best at on the field?
Probably my man-to-man skills. When I'm locked onto a receiver, then that's my guy. I'm good at staying with him and making sure he doesn't get the ball.

Do you think it's stupid when QBs throw to the receiver you're covering?
Yeah. Most of the time. They don't throw it my way as often as they did my first year when I was coming up from college. So, I don't get a whole lot of looks, but when they do I'm out there breaking it up or picking it off. It's not real smart to come to my side very often.

DOWN. SET. BLITZ!

BLITZ 2002 COULD GO ALL THE WAY ON THE PS2

Football is boring. There just aren't enough clotheslines, too few forearm shivers, and way too few (none, if memory serves) helmets rolling around with heads still in them after a blindside tackle. But to counter the boredom of the gridiron, there's Midway's football monster, NFL Blitz. Even the most casual football fan can take a quick liking to the video home of excruciating, game-losing last-second fumbles, stiffarms that flatten defenders into premature dirt naps, and six-foot touchdown leaps over scowling linebackers.

The good news is, now all of the fast-action, head-smacking, thumb-to-the-eye illegality that wouldn't happen outside of the XFL (yes, yes, we're beating that dead horse), is coming to the PlayStation 2. What does that mean? Lots and lots of graphical goodness. Along with some other neat fixes that will restore Blitz's too-pretty-for-the-PS one rep. The best part: Everything's been done with the PS2 in mind. There won't be a coin-op accompaniment this year.

"What we have done to evolve the Blitz franchise is to create everything from the ground up," said Tim Granich, Blitz 2002's product marketing manager. "With the next-generation hardware, we wanted to utilize the very latest in technology for everything from the artwork, to the audio, to the animations. Every image, sound and animation is 100 percent brand-new."

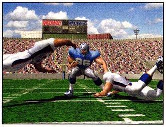
This newness includes a series of jaw-dropping, over-the-top animations, as well. Midway hired professional stuntmen to ensure that they'd get the best results using rigging wire. Nice.

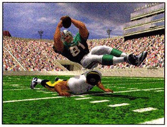
As for gameplay innovations, we're going to see the first signs of a running game. Yes, a running game in Blitz. We're having a hard time even imagining it, but we can't wait.

"[The running game] is something gamers have been asking for, and every NFL game tries to make [running] meaningful," said Granich. "With NFL Blitz 2002 it'll be a running game like you've never seen. In most football video games, the names of the plays such as sweep left, sweep right, power-trap, off-tackle dives and blasts, are almost more exciting than the plays themselves. In NFL Blitz 2002 you'll have counters, trays, misdirections, flea-flickers, reverses, double-reverses, dare I say triple reverses? You get the picture."

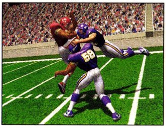
The playbooks, in fact, are four to five times the size of the previous Blitz games. And the players, for the first time, will have attributes based on their actual skills. Not to mention an additional player on each team because of the power of the PS2. But there's still one thing that Midway's focusing on: fun.

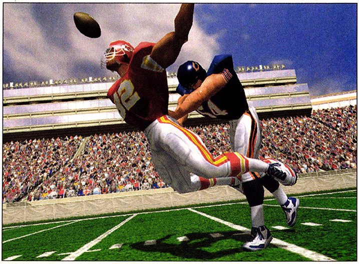
"Our number-one priority with NFL Blitz 2002 is to have the most fun you can playing a licensed sports game. In fact, that's probably the number two and number three priority as well," said Granich. "With [Blitz 2002] you have evolution in the Blitz franchise and the next great NFL football video game."

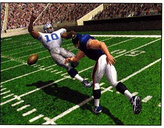


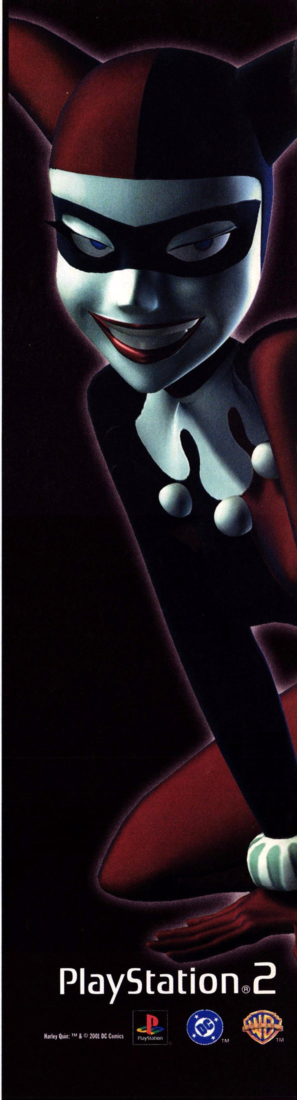


Blitz 2002 looks pretty on the PS2. The leap is extraordinary. The poly counts are doubling for the player and stadium models (from the Dreamcast version) and there will be one more player on each side of the ball!



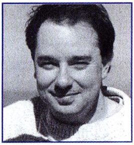






JOHN SCALZI

EXTREME PARENTING



You may find this surprising, but not everyone out there appreciates the fact that I tell parents what sort of stuff goes on in video games. For every letter I get from parents thanking me for checking out the games for them, I get another (usually not from a parent) in which I'm accused of being a small-minded busybody extremist who's trying to ruin it for everyone else. People blame me for being whatever sort of busybody they personally hate—those with a grudge against religion see me as a Bible-thumping nutbag, while others brand me as a threat against the rights of free speech. Sometimes I get it with both barrels.

So let me make a couple of things clear here. First, I'm not especially religious, so I can't really be a religious wacko (and anyway, it's deeply unfair to call most parents who are deeply religious "wackos"). Second, I'm not particularly censorious, either. When you're an adult, you ought to be able to watch, read or play anything you want. Getting to do what you please as an adult is one of the few compensations for growing old, going bald and eventually dying.

I don't mind the letters. They come with the territory—and also, some of these missives are pretty amusing. But there's a subtext to these letters that I find interesting, one that implies that parental attempts to control what comes into their house are inherently extreme. Or to put it another way, the reason I get accused of being a censoring wacko is because only a censoring wacko would bother keeping track of what games their kids are playing.

I don't agree. Deciding that you're in charge of what your kids see or hear or play is not an extreme act—it's simply an act of parenting. The problem is that people—often people without children, but not always—confuse what are right and appropriate standards for adults with what's appropriate for kids and teens. This is especially the case with video games, which have always been a young person's entertainment, even as game content and visuals have grown increasingly sophisticated. But the standards for adults and for kids should be, and are, entirely different. It's not extreme to recognize this difference, or to act on those different standards and impose some parental control.

Tell me that I can't play Onimusha because it's gory or creepy or offensive to you, and I'd tell you to go to hell. I'm 32 years old and I can do what I want. Tell me that I shouldn't be able to decide whether or not to let my own kid play it, and I'd tell you the same thing. Not because God tells me to hide Onimusha from my kid or because I think all gore or violence is "wrong"—but because, as a parent, my job is to look out for my kid.

That's not extreme. It's what I'm supposed to do.

John Scalzi is a freelance writer and media critic who also runs GameDad, a video game site for parents. Visit it at www.gamedad.com.

PLAYSTATION APTITUDE TEST

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. What's the name of Amanda's deceased daughter in The Lost (also the name of Dante Alighieri's first true love)?
a. Oleanna
b. Beatrice
c. Colette
d. Ophelia

2. Oakland Raiders defensive back (and Blitz 2002 cover star) Charles Woodson won the Heisman in what year?
a. 1996
b. 1997
c. 1998
d. 1999

3. Which of these games featured in this issue is not based on a cartoon?
a. Mobile Suit Gundam: Journey to Jaburo
b. Gadget Racers
c. Wacky Races
d. Victorious Boxers

4. Who was the first "live" Lara Croft?
a. Nell McAndrew
b. Lara Weller
c. Rhona Mitra
d. Angelina Jolie

5. Final Fantasy IV was referred to as what in the U.S. when it was first released in 1991?
a. Final Fantasy
b. Final Fantasy II
c. Final Fantasy III
d. Final Fantasy IV

6. Angelina Jolie won an Oscar for what?
a. Best supporting actress
b. Best actress
c. Best special effect
d. Best-looking girl in a movie about loonies

7. MLB 2002 features Atlanta Braves center fielder Andruw Jones on the cover. In what year did he make his first All-Star Game?
a. 1997
b. 1998
c. 1999
d. 2000

8. In early screens of Dark Cloud, the lead character Toan was seen wearing what instead of his turban?
a. beret
b. fedora
c. top hat
d. no hat at all

9. Which actress did Core boss Adrian Smith say was his favorite choice to play Lara Croft back in 1997?
a. Elizabeth Hurley
b. Sandra Bullock
c. Anna Nicole Smith
d. Demi Moore

10. What was the original name of Stretch Panic?
a. Sweaty Suzy
b. Excited Wilma
c. Hyper Linda
d. Zany Barbara

Answers
1.b **2.**b **3.**b **4.**c **5.**b
6.a **7.**d **8.**d **9.**b **10.**c

OPM READER POLL

On a typical week, how many friends play games with you?

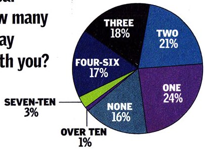
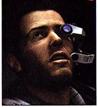


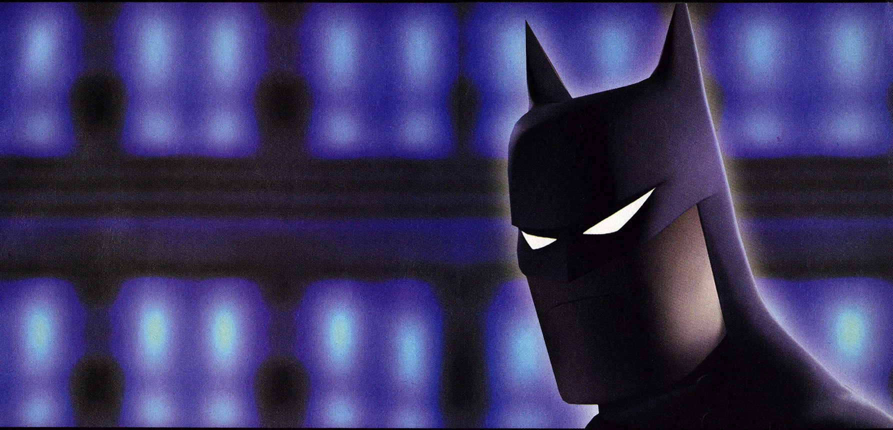
photo by Rafael Fuchs

OVERHEARD: HIRONOBU SAKAGUCHI



"Within the first 10 minutes, I want the audience to forget that they are actually watching a [computer-generated] film. I want them to feel as if they were watching live humans on film and not see anything unnatural about computer-generated characters."

—Director Hironobu Sakaguchi tells the *L.A. Times* about the realism of the *Final Fantasy* movie



A HERO TORN BY CONSPIRACY

A CITY'S FATE ON THE EDGE OF INSANITY

BATMAN™
VENGEANCE

COMING FALL 2001

PlayStation 2

Ubi Soft
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CONTENT RATED BY ESRB

Violence

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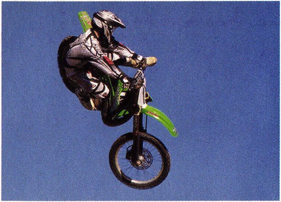
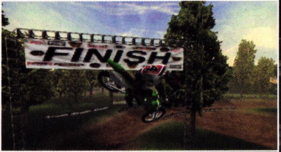
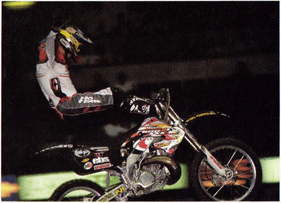
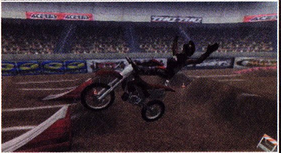


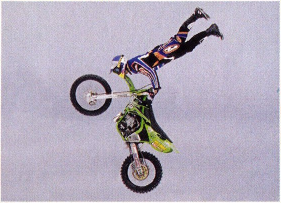


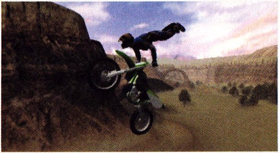
Real motocross racing with 20 pro riders on 15 MX and SX tracks



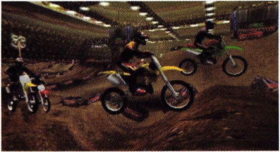


Backflips, frontflips, 360s... need we say more?

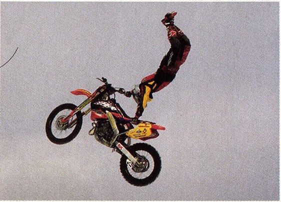


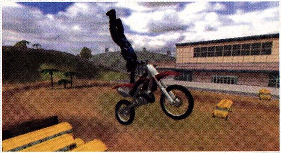


Mimic "Mad" Mike Jones and his Kiss of Death



Climb the ranks in Career Mode





Set the record in the Bus Jump and Step Up Challenges

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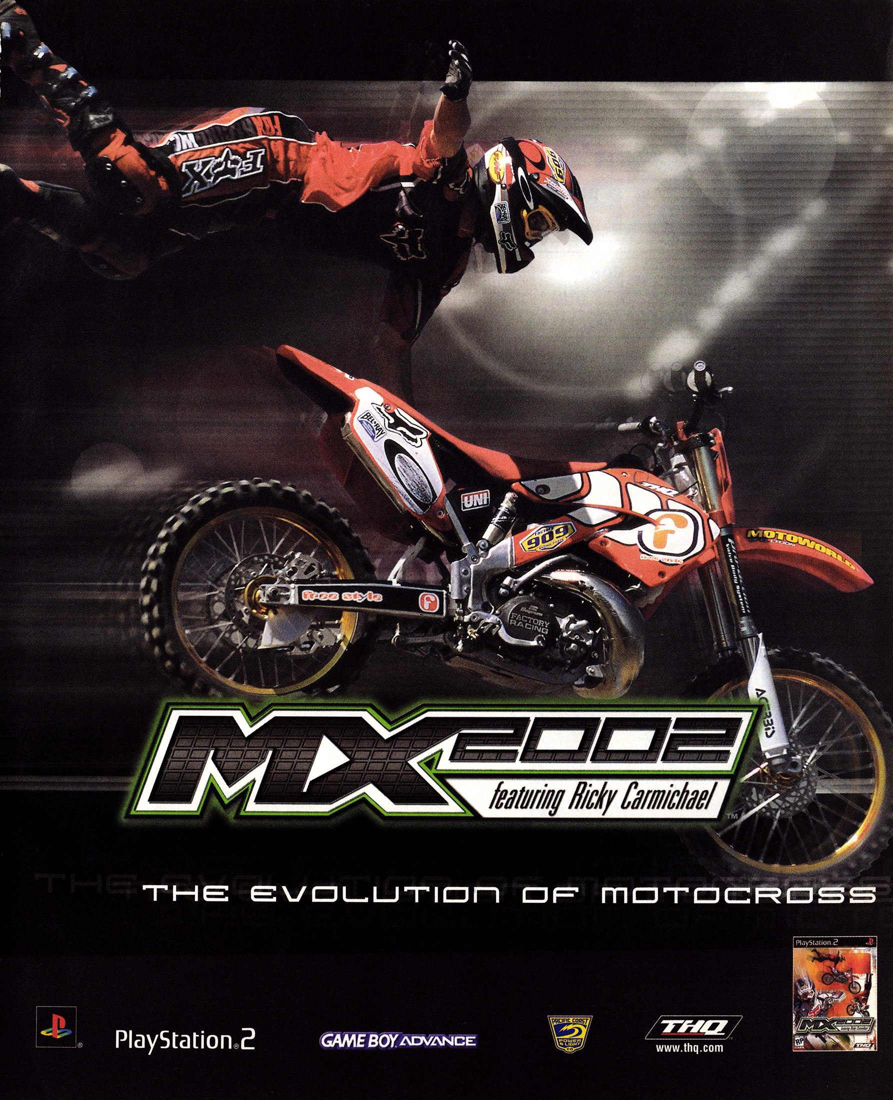
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GOSSIP GOSSIP

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY.

This is always the best time of year for gossip, rumor and scandal, so expect some juicy goodness in the coming months. Speaking of scandal, I heard recently that a number of people thought I was a "made-up" character! What's up with that? Just because I'm a girl with an odd name? Do people think Zoe Flower is a "made-up" character? Her name's weirder than mine.

More Adventurous LucasArts

Whether or not it will sell very well still remains to be seen, but there can be absolutely no doubt that the PS2 version of Escape From Monkey Island is a real corker. It's a slick game, that's wonderfully produced, is fun to play, and is actually worthy of some genuine laughs. Inspired by how well things worked out, I hear some rumblings that a number of older LucasArts adventure franchises may find themselves being resurrected. No one's announced anything yet, but looking at the back catalog reveals some games ripe for a makeover. How about the excellent Full Throttle? Or another Sam & Max? Or maybe another sequel to Maniac Mansion, picking up where Day of the Tentacle left off? Keep an eye on www.lucasarts.com

Half-Life 2 Shaping Up

I hear from a number of sources that Half-Life 2 is going to be a mission-based affair rather than a sequential story—you jump into any mission you like, and there will be a bunch of different characters you can play. Sounds like it takes the best ideas from all the side stories and add-ons and runs with them. I hear that the game is being designed from the ground up as a console title. It won't be a PC game shoehorned into console clothing this time. The story certainly sounds very interesting—apparently the aliens from the first Half-Life are actually the "good guys" (the ones you've been killing...d'oh!). The REAL bad guys are the ones that turn up in the sequel. The original aliens were apparently being big girlie wusses and looking for somewhere to hide. Poor babies. It seems they wanted to take refuge on Earth and in order to check the place out, decided they'd "test" humans to see if they'd make good allies or not. So all that running around and killing stuff in the first game was just to prove how macho you are. Expect to see the first Half-Life soon (as we revealed in our exclusive preview last month) and the sequel in a year or so. Excited? I am. If you want to hang out and talk Half-Life smack with people, make sure you check out www.planethalflife.com

Boba Fett to Make First Game Appearance?

LucasArts is working on a game called Bounty Hunter that will almost certainly be for PS2—and may well be a network game too. Expect Boba Fett-like antics, but don't expect a persistent world thing. Development of huge online games is still ludicrously expensive (tens of millions, I'm told) and no one really has a cool way of charging for them. Unless of course you're Sony Online and the game you have is EverQuest—something that seems to be the gaming equivalent of crack to anyone who tries it.

Baldur's Gate Sucks?

There were lots of rumors earlier last month claiming that Snowblind's gorgeous-looking Baldur's Gate: Dark Alliance was suffering, and that even the guys on the team were unsure how they felt about it. This certainly seemed a little odd to me, given how great it looks, and also seeing how excited people at SCEA were about the game when it was demonstrated at the Metreon a couple of months ago. My inquisitiveness got the better of me, so I headed to Seattle to check it out, and I have to say it looks superb. The rumors claimed that the project wasn't always destined to be a Baldur's Gate game—originally it was an entirely different RPG and it had its Baldur's Gateness thrust upon it by forward-thinking marketing types. If this is the case, everyone at Snowblind and Interplay is keeping resolutely schtum. Diablo fans are going to get a kick out of this game, just you wait and see.

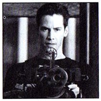
Silent Scope 2 Zooms In on Some Changes

Apparently Konami is currently hard at work on a PS2-specific sequel to the popular Silent Scope. This won't be a port of anything that's currently in the works for the arcade, but instead will be designed just for the console. Rumor has it that there may be a lot more to the action than just picking people off with your sniper rifle. Maybe Solid Snake-type stealth antics? No one's spilling the beans yet, but I should be able to work my magic and get you more news soon. Make sure you check www.playstationmagazine.com for little news updates when I get my hands on them.

The Matrix and That Xbox Thing

Have you read the stories that the game of *The Matrix* will be "exclusive" to Xbox? Apparently it's all a load of marketing bollocks with no substance whatsoever. My sources indicate that the Xbox and PS2 versions of the game have been, and always will be, concurrently developed—and if at all possible concurrently released. I've learned that the Redmond boys from "Area Xbox" have been trying to strong-arm anyone and everyone into making "exclusive" announcements for the system, and as a result of this persistence a number of people have been prompted to make some hasty and somewhat ridiculous announcements. When I probed a few contacts at Interplay about the announcement they just looked at me like something really mad was going on and shrugged. Don't worry. Neo will be PS2 bound. Check www.shiny.com every now and then for Matrix updates.

> **"Apparently it's all a load of marketing bollocks with no substance whatsoever."**

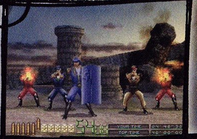


RUMOR MILL

What the hell is going on at Sony in Europe? There are stories of people quitting and being fired and more disturbing stories of various projects being put into jeopardy. Wondering why you've not seen much on WipeOut Fusion lately? Or why The Getaway is yet to be signed for U.S. release? Or maybe why Dropship seems to have slipped off the radar? Expect Formula One to arrive before the 2001 season, but we won't hear about the other stuff for a while yet. • Crystal Dynamics assures me that Soul Reaver 2 and Blood Omen 2 will both be released this year. Expect new games in both series to be announced early next year. • Spoiler Alert! There are lots of rumors going around about the end of Metal Gear Solid 2 at the moment. If they are to be believed, *you* end up killing a certain hero.

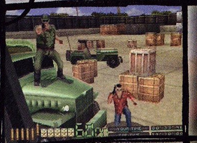
TIME CRISIS PROJECT TITAN
2nd Place
Sorry loser, this ain't like a race.
Here's your reward
for second place.

All new and enhanced graphics.

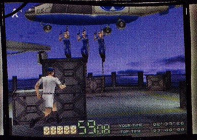


All new Consecutive Hits Counter:
Shoot straight. Live longer.

Gain clearer shots with awesome
new multi-hiding feature.



Comes with Guncon—still the
straightest shooting lightgun
out there.



Classic Time Crisis
"Duck 'n Shoot" System.

Congratulations! You're history

Get a tight grip on your Guncon™ and be ready to pull the trigger – a lot – because in this mission, it's finish or perish. And let's hope you've got a fast aim. Time will be flying as fast as the ammo.

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PROJECT TITAN
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PlayStation

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FOR USE WITH
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TIME CRISIS
PROJECT TITAN™

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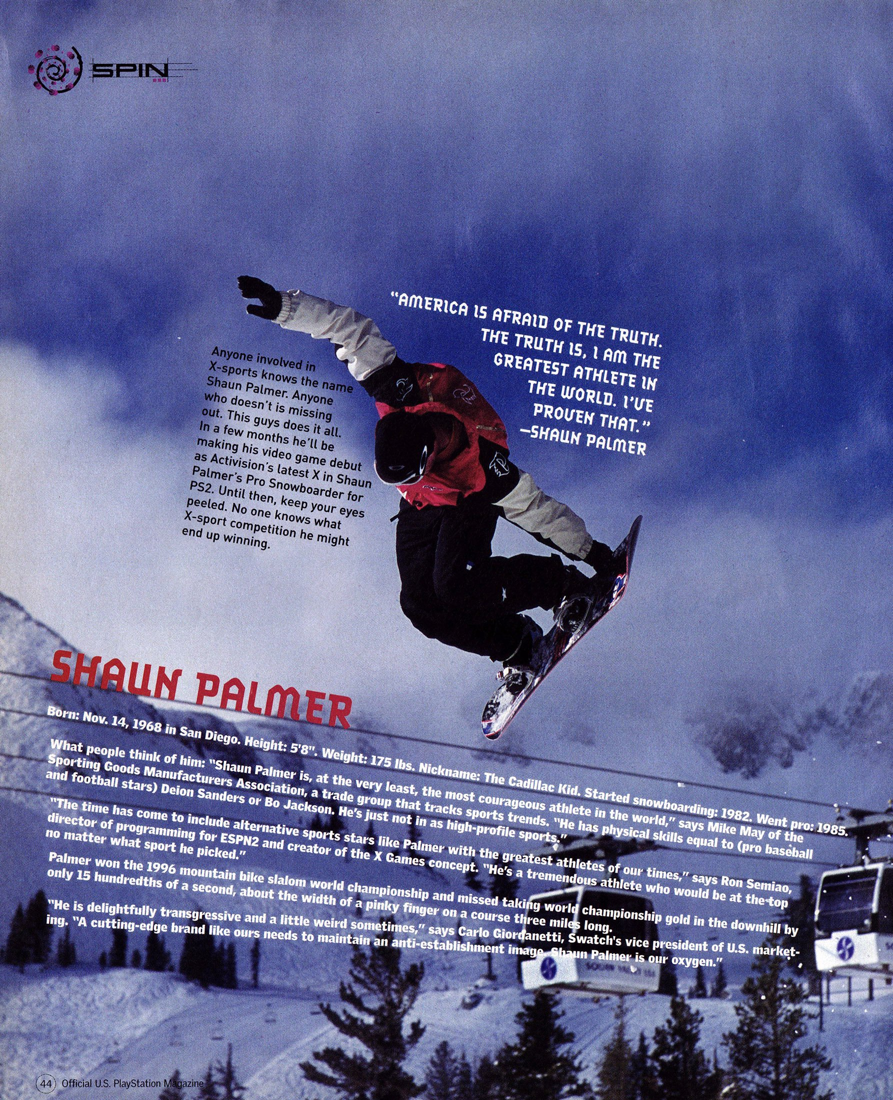


Anyone involved in X-sports knows the name Shaun Palmer. Anyone who doesn't is missing out. This guys does it all. In a few months he'll be making his video game debut as Activision's latest X in Shaun Palmer's Pro Snowboarder for PS2. Until then, keep your eyes peeled. No one knows what X-sport competition he might end up winning.

> "AMERICA IS AFRAID OF THE TRUTH. THE TRUTH IS, I AM THE GREATEST ATHLETE IN THE WORLD. I'VE PROVEN THAT."
> —SHAUN PALMER

SHAUN PALMER

Born: Nov. 14, 1968 in San Diego. Height: 5'8". Weight: 175 lbs. Nickname: The Cadillac Kid. Started snowboarding: 1982. Went pro: 1985.

What people think of him: "Shaun Palmer is, at the very least, the most courageous athlete in the world," says Mike May of the Sporting Goods Manufacturers Association, a trade group that tracks sports trends. "He has physical skills equal to (pro baseball and football stars) Deion Sanders or Bo Jackson. He's just not in as high-profile sports."

"The time has come to include alternative sports stars like Palmer with the greatest athletes of our times," says Ron Semiao, director of programming for ESPN2 and creator of the X Games concept. "He's a tremendous athlete who would be at the top no matter what sport he picked."

Palmer won the 1996 mountain bike slalom world championship and missed taking world championship gold in the downhill by only 15 hundredths of a second, about the width of a pinky finger on a course three miles long.

"He is delightfully transgressive and a little weird sometimes," says Carlo Giordanetti, Swatch's vice president of U.S. marketing. "A cutting-edge brand like ours needs to maintain an anti-establishment image. Shaun Palmer is our oxygen."

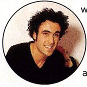
Couples Who Play Together, Stay Together

This month we feature Jeff and Noah from Chicago. Jeff, 23, is a freelance copywriter and Noah, 23, is a freelance graphic designer.

Why do you game together?
Noah: We don't have cable.
Jeff: And we want to improve our hand-eye coordination.

Has gaming helped your relationship?
Jeff: It forces us to sit next to each other and talk.
Noah: Thanks. Actually we've been busy, so it's nice to do something fun and restful and have the chance to talk.

Who wins more often?
Jeff: Noah does. But it's because he hogs the one-player games. He tells me I can "navigate"—meaning, make maps and bring him snacks.



What do you think of the lack of gay characters in games?
Noah: Since 90 percent of games out there are based on male aggression and destroying things, I don't really mind. But I'd like to see a character besides *South Park*'s Big Gay Al. Maybe a completely gay Final Fantasy.
Jeff: Isn't Duke Nukem gay?

If you were in charge of making a game, what would you make?
Jeff: I'd like to see an RPG focusing on a night out in Chicago—psychotic cabbies, gross people coming on to you in bars. Losing the game would involve throwing up at a 7-11 or getting mugged or getting stood up.
Noah: Yeah, like an average night out on the town.

What's your beverage of choice while gaming?
Noah: Now that it's warm out, I enjoy a nice crisp Chardonnay.
Jeff: Cheap vodka and Pepsi. I call it Vepsi.
Noah: Mmmm...Vepsi.

Do you know any good drinking games for gaming?
Jeff: Are there any bad drinking games?
Noah: Take the Vepsi challenge!

Noah's faves: Anything Final Fantasy, Chrono Cross, SSX, Mat Hoffman's Pro BMX

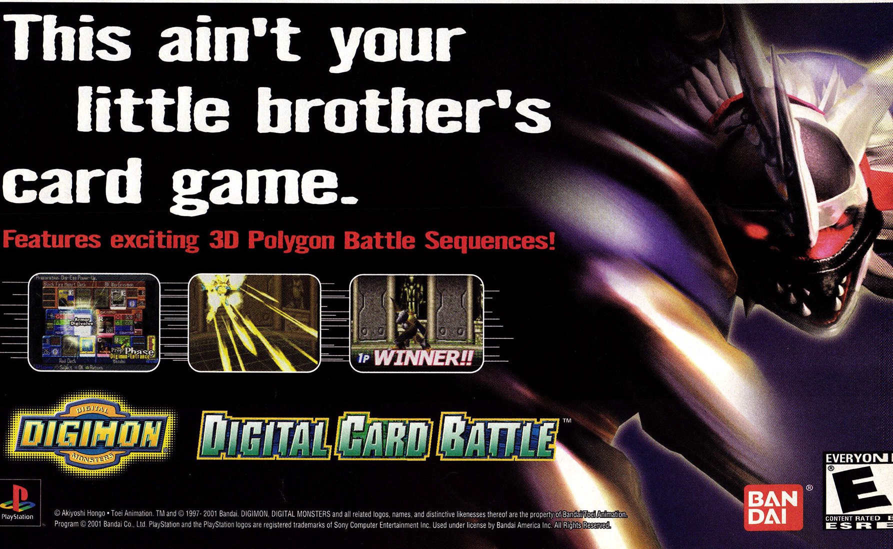
Jeff's faves: Mr. Driller, Bust-A-Move 4, SSX, Simpsons Wrestling

Can't wait for: Online gaming, WipeOut Fusion, Final Fantasy X, Metal Gear Solid 2, Castlevania, Sega imports on PS2, Arc the Lad Collection

Photography by Filip Dvorak

WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff-Davis Media Inc., PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail us: OPM@ziffdavis.com. If you end up as Couple of the Month you'll get free copies of the mag along with notoriety!



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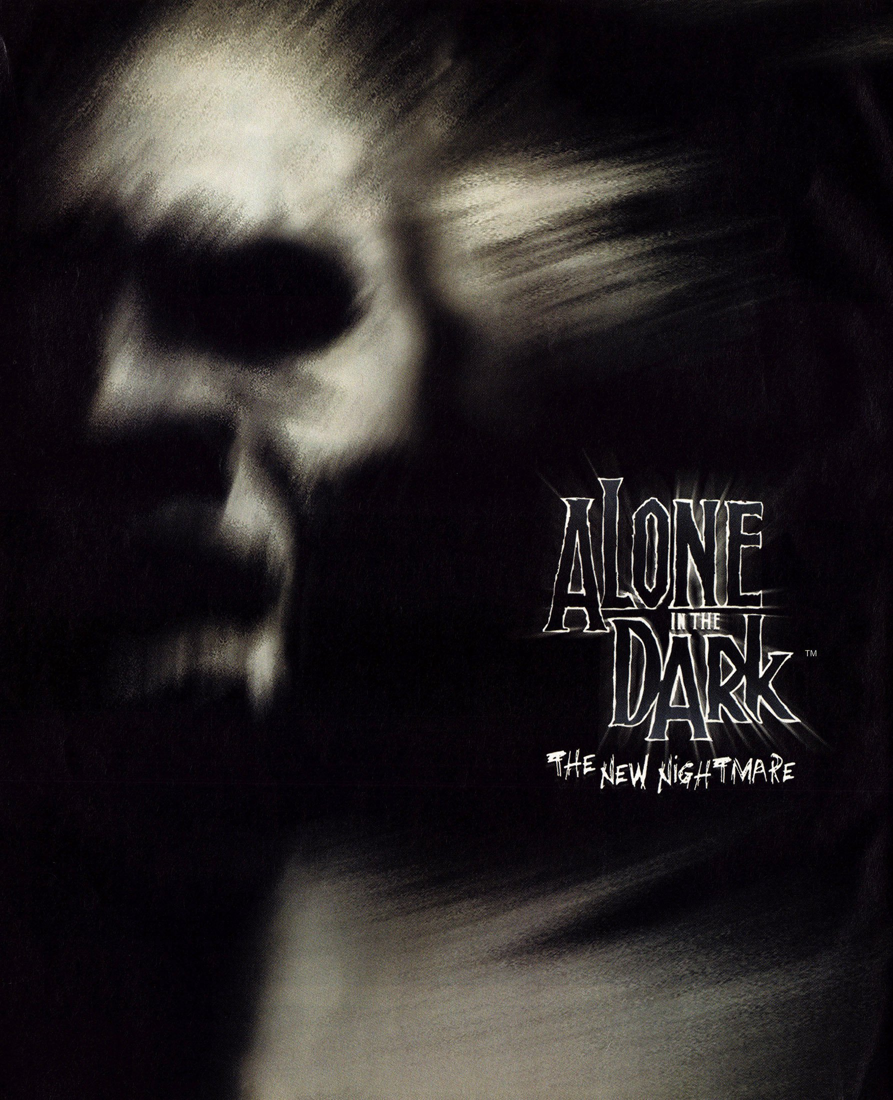

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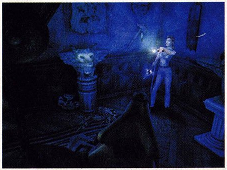
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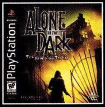

www.aloneinthedark.com

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore Violence

DarkWorks
Game Development Studio

Game Boy Color

PC CD ROM

PlayStation

Infogrames

Screenshots are from PlayStation game.

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FORGOTTEN GEMS

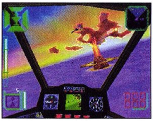
Illustration by Mark Matcho

Buried deep in the massive PS one games library are tons of hidden gems—overlooked classics, forgotten treasures, all drowned in the deep sea of top-tier titles like Metal Gear Solid and Final Fantasy IX. We dug deep to pull out some of our old favorites. If you've played these games already, we're sure you'll be overwhelmed with those warm, tingly feelings that only come from happy nostalgic musings. And if you haven't played them, you better start scouring the used-games bins and online auction sites until you locate a copy.

But here's the thing. *OPM* is all about you, the reader. We're kicking this thing off so we can hear what *you* think should be featured in these pages as a Forgotten Gem. Send us your letters and e-mails to opm@ziffdavis.com, mark the subject "Forgotten Gems", and look for your favorites to appear here in coming months. Two things to keep in mind. First, we're looking for lesser-known or underhyped titles. Second, you get extra points if you pick a game that predates our Review Archive.

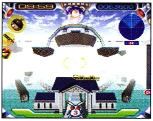
Now on to some of our favorite Forgotten Gems.

WarHawk



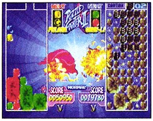
One of the first 3D action games to be released for the PlayStation way back in 1995, Warhawk (along with Twisted Metal) helped establish SingleTrac as one of the premier teams developing for the system. Taking control of the eponymous WarHawk, a cool fighter craft that looks like the dropship from *Aliens*, you were presented with a variety of missions that took you through some varied, and at the time, very impressive-looking environments. The 3D action was broken up with some horrifyingly bad video sequences, but this didn't detract from what was otherwise a classic experience. It was easy to come to grips with, had an awesome arsenal of weapons, and some genuinely imaginative boss fights. It's been crying out for a sequel ever since, and the only thing that comes close to an acknowledgement of this former greatness is a cameo appearance of the WarHawk itself in Twisted Metal: Black.

Jumping Flash! 2



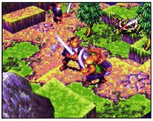
Back in 1996, Jumping Flash! 2 took 3D action/platforming to new heights with its intense, vertically oriented gameplay. Using a mechanical rabbit-like device named Robbit, you'd hop through enormous levels, leaping skyward, hurtling through the air in your quest to find all the "muu muus." The whole thing had a very wacky, very Japanese feel to it. The neatest aspect? Everything is played out in a first-person perspective—hop thousands of virtual feet into the air, look down, and feel the vertigo! The game's on the easy side, and it's a bit short, but it's a delightful experience while it lasts.

Super Puzzle Fighter II Turbo



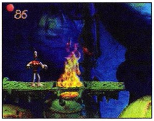
This game brought office work to a screeching halt when it was released back in the pre-*OPM, P.S.X.* days. It's a familiar format: Detonate falling blocks to drop junk blocks on your opponent, with the ultimate goal being to bury him or her beyond redemption. But the added strategy of building gems and setting up combos made for a surprising level of depth, turning this into a topnotch two-player competition (single-player mode, admittedly, was not as strong). The Capcom fighter characters and rare self-deprecating humor (the name is designed to mock the avalanche of Street Fighter sequels) were just icing on the cake.

Vandal Hearts



Before Final Fantasy Tactics came along and upped the ante for strategy RPGs, there was Vandal Hearts. It was one of the first role-playing games released on the PS one, and it remains one of the best, thanks to the combination of strategic depth and pick-up-and-play simplicity. The graphics may be dated, but the game's style, sound and story still hold up. Too bad the sequel wasn't as good as the original. Fans of tactical RPGs owe it to themselves to try this one out.

Skullmonkeys



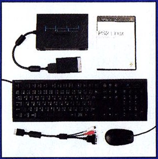
Joe readily admits that he may have rated this one a little higher than it deserved when he reviewed it back in '97—but no one can deny the quirky humor and utterly unique visual style of this offbeat platformer (the entire thing was done in Claymation, by the same team that created the equally odd PC game The Neverhood). Plus, the game had one of the all-time best soundtracks and sound effects libraries we've ever heard. The gameplay may have been standard platform fare, but the presentation was well ahead of its time.

Sony Wants You

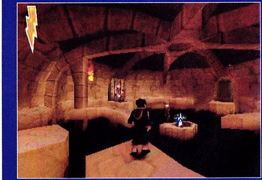
Sony releases amateur PS2 development systems in Japan for budding programmers

Similar to its Net Yaroze program for the PS one, Sony has released a low-cost Linux-based development package for the PS2 in Japan. Labeled the PS2 Linux Kit Beta Version, the package comes with an external 40 GB hard drive, keyboard, mouse, VGA monitor cable and DVD software. Using all of the supplied hardware, the kit essentially turns a current model PS2 into a PS2 development station, allowing prospective programmers a chance at coding for the platform. And it only costs about 25,000 yen (about $200)—far less than a real dev station does.

Unfortunately, the PS2 Linux kit is nearly impossible to get ahold of. Sony had placed an initial shipment of 2,000 units on its Web site, but these sold out in eight minutes. There's also been no word as to when new kits will be available. Moreover, it remains unclear whether or not the Linux package will ever be released in the U.S. Sony states that it currently has no plans to bring the system here.



A Glimpse Into the Potter Future



EA has granted us a special first peek at its game based on the Harry Potter license, Harry Potter and the Sorcerer's Stone for the PS one. The game allows you to take control of Harry Potter as he enrolls in Hogwarts and attempts to unlock the secrets of his magical abilities. Challenges that you are faced with will tie in with the book it's based on, such as a 3D roller-coaster ride through Gringpotts and a flying broomstick chase to retrieve the Remembrall for Nevill Longbottom. You'll also encounter more than 20 characters from Harry's world. Look forward to seeing Harry Potter and the Sorcerer's Stone in stores this fall.

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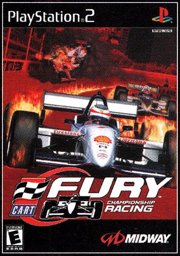

www.cartfury.midway.com

PlayStation 2

EVERYONE E CONTENT RATED BY ESRB Violence

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HOLLYWOOD BANTER

photo by Kate Garner/Corbis Outline

Jay & Silent Bob Strike Back

Those of you looking forward to pop-culture supremo Kevin Smith's new movie can be assured that it has some splendid eye-candy. If Ali Larter, previously seen in *Final Destination*, doesn't give you enough of a reason to be first in line for the flick, maybe the divine Shannon Elizabeth will encourage you to part with your cash. Just in case you can't remember how lovely she is, please enjoy the picture here. You may remember her tour-de-force performance in *American Pie*. Information about *Star Wars* alumni appearing in the flick has also been leaking out, with Mark Hamill rumored to be involved in some kind of lightsaber duel, and Carrie Fisher appearing as a nun. When *Popcorn* recently asked about the nature of her character, Fisher revealed, "I am very serious and [with Jay and Silent Bob]...there's a misunderstanding that is filthy."

www.popcorn.com

7 Of 9 In 10

It looks like the finale of *Star Trek: Voyager* wasn't the final appearance of at least one of its characters. According to *TrekToday*, unnamed sources have revealed that Jeri Ryan may be reprising her role of 7 of 9 in the new *Star Trek* flick. The site covers its back a little by stating that her role is likely minor, perhaps in only a few scenes. Still, it seems prudent to use one of the most popular characters as much as possible. In other *Trek* news, a fifth TV series, *Star Trek: Enterprise*, is now in the works for the fall season, with *Quantum Leap*'s Scott Bakula signed on as captain. Oh boy.

www.trektoday.com

Wonder Bullock

Forget the Chyna rumor—Sandra Bullock is apparently considered the top choice for the title role of a potential *Wonder Woman* movie. While talking to *Variety* columnist Michael Fleming, producer Leonard Goldberg spoke of the project, saying, "Sandy's interested [*you're not "in" if you don't call her Sandy – Ed.*] and we've met with her. It all depends on the script and director, of course, but she hasn't done anything this physical in a long time, and she'd like to."

www.variety.com

Simpsons Big Raises

The voice artists of Fox's *The Simpsons* will be on board the long-lasting series for at least two more seasons, with an option for a third. According to *Variety*, 20th Century Fox Television and Gracie Films will raise the pay to $100,000 per episode for the actors, with word that their paychecks will climb to $125,000 per episode should the network take an option for a third season more. In addition to the pay raise, actor Don Castellaneta, who voices Homer Simpson, has also received a first look/production deal with Fox. The pay for the *Simpsons* voice-actors still pales in comparison with other actors in successful sitcoms. The *Friends* cast is reportedly earning $750,000 an episode these days. On the other hand, *OPM* editors are paid in microwave popcorn and sachets of instant oatmeal.

www.variety.com

UPN Gets Buffy

Buffy the Vampire Slayer is moving over to the UPN TV network. The network's deal with Fox is for two full seasons of 22 episodes each. In addition, there's a chance that UPN may also pick up the spinoff series *Angel*, should the WB choose to cancel it. Buffy creator Joss Whedon stated that he was happy with the program going to UPN. While talking to *Variety*, Whedon revealed that he wasn't at all pleased by recent comments made about the program by WB head Jamie Kellner to *Entertainment Weekly*. Whedon is quoted as saying, "As long as I live, I'll never understand why Jamie Kellner said the things he said. I know he's a businessman, but to insult your best show...is unfathomable. They didn't exist [before *Buffy*]. It sounds wicked braggy, 'cause it is, but it's not entirely untrue." Regarding the move over to UPN, Whedon says, "I've been dumped by my fat old ex and Prince Charming has come and swept me off my feet."

www.variety.com

Death Script Done

The script for the *Death: The High Cost of Living* movie is finished. In a posting on scribe/creator Neil Gaiman's own American Gods Web page, the writer simply revealed, "The *Death* movie script has been handed in." Gaiman has also previously revealed that he's directing the eventual film, which has, as yet, no start date.

www.americangods.com

Solid Hulk

Voice of Solid Snake and respected movie scribe David Hayter has been talking about how he approached writing the upcoming *Hulk* film. While talking to *About.com Screenwriting* Hayter spoke of the project's take on Bruce Banner, saying, "I just wrote *The Incredible Hulk* over at Universal. [What] was interesting to me is not the 'big green guy,' it's this person who's so repressed that he's locked his inner beast away to such an extent that when it comes out it's just an explosion." He adds, "You want to be very careful to not look at it as, 'Oh, it's a comic book movie,' because there's a great depth of character...I was talking to Darren Aronofsky last night, and he's doing a Batman movie with Frank Miller. Batman is a freaky guy, he's got some serious problems! Really interesting problems that cause him to go out and do what he does. And the last few movies haven't reflected that, they've just been, 'Oh, we'll put on the costume, and we'll have a neat car, and we'll do all this stuff.' That's not what makes a good movie."

www.about.com

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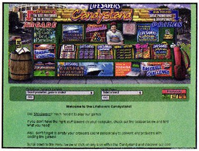


Welcome to the LifeSavers Candystand!

Bookmarks

www.sodaplay.com
Creative 3D play in a virtual Lego style.

go.to/paperclipporn
You can probably guess what this one's about.

www.furnitureporn.com
There's porn on the Internet? Why weren't we informed? Chairs, openly and wantonly copulating. Disgraceful.

www.soundreach.simplenet.com/psp
Pretty strange patents. For every useful invention, like the George Foreman Grill or Euro Sealer, there's something equally bizarre, like the electronic fork.

www.supercheats.com
It's a cheats site...that's super!

www.turntable.com
A simple remix Web site that lets you mess with songs. Needs Shockwave to run.

www.prematuree.com
Answers to life's most embarrassing questions. Not to be substituted for actually going to the doctor.

www.gamewallpapers.com/
A large collection of high-resolution images based on your favorite video games.

www.playstationmagazine.com
Hey, it's our Web site. We're allowed to plug it!

www.tombraidermovie.com
www.finalfantasy.com
Check out these sites for the latest on two of this summer's biggest flicks.

www.candystand.com
Flash gaming bonanza, courtesy of Nabisco. The games are developed by Pitfall mastermind David Crane. Home-run derby and minigolf rock the most.

dpsinfo.com/dps.html
Head over to the Dead People Server for the latest on who's moved on to greener pastures.

www.playstation.com
The official PlayStation site and home of the PlayStation store.

www.formerchildstar.net
More than you ever cared to know about former child stars.

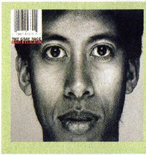
Gaming Fix

Our trusty GameDoctor is still one of the most-used accessories around the office, as it does such a great job of wiping out nicks and scratches that would otherwise render a game useless. But when we heard Digital Innovations had released a motorized version of their device, we kind of chuckled. Is it really necessary to make this gadget any easier to use? After testing it out, the answer is a firm "yes." The GameDoctor MD does the same fine job of repairing our discs, but in half the time with half the effort (although it is more expensive than the manual version). Simply pop a game into the device, spray it with a bit of water, hold the button down, and out comes a clean, repaired disc. It also works on CDs and DVDs.

Sound Station

By John Scalzi

Run, kids! It's the Attack of The Generally Acceptable Punk Rock Albums, featuring tracks from the soundtracks of Crazy Taxi and Dave Mirra Freestyle BMX: Maximum Remix!

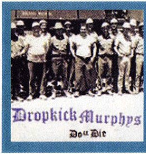


Bad Religion: *The Gray Race*

Atlantic Records
Featured In: Crazy Taxi

The Gray Race isn't the best BR album you can get, but you still can't complain—it's a tight set, with snappy, sharp punk songs augmented by Greg Graffin's sense of moral outrage at, well, just about everything. Ol' Greg can get a little clever for his own good (e.g., "You spout rhetoric nonsense like a Pavlovian model"), but the band chugs things along before you get too confused. Smart, tuneful and aware—a good combo.

Final Score ●●●

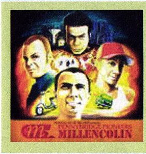


Dropkick Murphys: *Do or Die*

Hellcat Records
Featured In: Dave Mirra Freestyle BMX: Maximum Remix

Proudly and loudly a blue-collar Boston punk band, Dropkick Murphys don't seem much interested in doing anything but playing punk and demanding respect for working hard at their jobs. The good news is the Murphys keep the music popping—straight-ahead punk with an interesting Celtic kick. Music for when you'll never make more than $25,000 a year in your life, and are damned proud of it.

Final Score ●●●◖

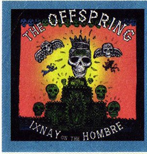


Millencolin: *Pennybridge Pioneers*

Burning Heart Records
Featured In: Dave Mirra Freestyle BMX: Maximum Remix

This album scores points right out of the gate with "No Cigar," a blazing churner which pretty much nails what a pain in the ass it is to be accepted by any social structure you might care to mention. After that, things get a little goofy, but the energy's there all the way through. It's bouncy and fun. This may not be how they want to be described, but you know, when you talk about how cool your scooter is, you're asking for it.

Final Score ●●●

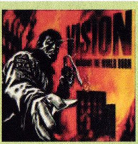


The Offspring: Ixnay on the Hombre

Columbia Records
Featured In: Crazy Taxi

Weird fact: The quality of Offspring records exactly mirrors the quality of*Star Trek* movies—in both cases, even-numbered entries are better than odd-numbered entries. *Ixnay*, sad to say, is an odd number, but as number 3, it's equivalent to *Search For Spock*: not really great, but not a flaming pile of crap, either. And there are two high spots—"All I Want" and "Gone Away." Other than that, though—eh.

Final Score ●●◖



Vision: *Watching the World Burn*

Epitaph Records
Featured In: Dave Mirra Freestyle BMX: Maximum Remix

It's a little dangerous to have your band called "Vision" when you're playing perfectly acceptable but entirely derivative punk-pop like these guys are. The boys address this issue in the opener "close-minded": "Punk rock is our way of life! It's how we choose to live!" declares singer Dave Franklin. Well, that's swell, Dave. Here, have some more Top Ramen. It's nice they like punk, but this punk is by the numbers.

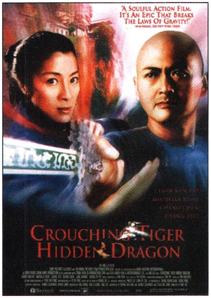
Final Score ●●◖

John Scalzi has been a music critic since it was the mods who loved their scooters, not the punks. Visit his Web site at www.scalzi.com, or he may weep silently in a corner.

DVD Reviews

By John Scalzi

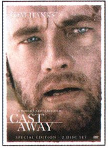
Can Chow Yun-Fat really survive in a flick without a single firearm—much less one in each hand? You bet he can. Of course, we imagine playing a really bad-ass swordsman who can, incidentally, *fly* certainly doesn't hurt.


"A Soulful Action Film. It's An Epic That Breaks The Laws Of Gravity!"
Crouching Tiger Hidden Dragon

Crouching Tiger, Hidden Dragon

Don't get me wrong, *Gladiator* was a fine bit of macho, sword-flinging pulp. But did it deserve to beat *Crouching Tiger, Hidden Dragon* for Best Picture? Hell, no. Either of the two women in *Tiger*, Michelle Yeoh and Zhang Ziyi, could have taken Russell Crowe and turned him into meaty chunks of Roman Chow, as anyone who has seen their monumental "catfight" scene can tell you. And on top of the astounding martial arts, there's also a moving story of doomed love between Michelle Yeoh and Chow Yun-Fat, thrown in for free. What a bargain. This was the best picture of 2000, make no mistake. DVD extras are nice, too, with commentary by director Ang Lee and screenwriter Jame Schamus, a Michelle Yeoh interview and a music video for the movie—in English and Mandarin.

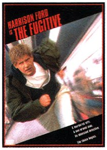
Movie Score ●●●●●
DVD Extras Score ●●●◖



Cast Away

Sometimes, a horrendous plane crash in the Pacific that maroons you on a desert island is just life's way of telling you to slow down. Most of us would prefer something more subtle, like a heart attack. But who would watch Tom Hanks have a heart attack for two hours? So instead we watch him make fire, spear fish, and talk to a volleyball. Somehow, the film is actually good, and even more important, the DVD is full of cool stuff, from commentary by Bob Zemeckis to featurettes on both the island in the picture and Wilson, the volleyball—"Wilson: The Life and Death of a Hollywood Extra."

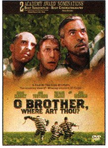
Movie Score ●●●◖
DVD Extras Score ●●●●



The Fugitive Special Edition

Here's the thing: If you're going to call something a "Special Edition," then by golly, you'd better make it special. This rerelease of the 1993 Harrison Ford hit adds a few DVD goodies, but they're the sort we've come to expect as standard: director commentary, a couple of "making-of" documentaries, and the theatrical trailers. It's not a bad package; it's just not particularly special. (Maybe they're holding out for another rerelease.) Of course, the movie's still pretty good, and Tommy Lee Jones still rocks the house as Sam Gerard. That man *earned* that Oscar.

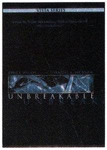
Movie Score ●●●●
DVD Extras Score ●●●



O Brother, Where Art Thou?

You have to love any film whose title is a Preston Sturges in-joke (well, you don't, but us film geeks do), and *O Brother* only gets better from there. Not only is the movie a hella-amusing farce based in the depression-era South, complete with authentic bluegrass and country sounds and wacky Southern types doing wacky Southern things, it's also the first film in which George Clooney actually acts. And you know what? He's good. I wouldn't have believed it either. Skimpy DVD extras, though, and no commentary track—which is criminal since this is a Coen Brothers film.

Movie Score ●●●●
DVD Extras Score ●●



Unbreakable

Bruce Willis stars as a man who can't be hurt; since we're talking about a guy whose career has survived both *Hudson Hawk* and *Bonfire of the Vanities*, this role ain't much of a stretch. *Unbreakable* reteams Willis with director M. Night Shyamalan, with whom he made *The Sixth Sense*—this one is a little less successful in terms of how it plays out, but it's still got some really weird twists and turns. DVD extras are adequate, with a documentary, deleted scenes, and (get this) commentary from the music composer, but not the director. What's up with that?

Movie Score ●●●
DVD Extras Score ●●●

DVD News

Three times is the charm

We've pillaged the latest news about the Die Hard Trilogy from thedigitalbits.com. Wonder of wonders, all three movies will arrive on store shelves on July 10, narrowly missing America's birthday. Nothing, as we all know, is more American than Bruce Willis saving the world. Also note that all will be two-disc editions, but only the original will be Five Star. And this might annoy some of you: The sequels will only be available in the boxed set initially.

Coming soon to a theater near you . . .

For those chomping at the bit to see Tim Burton's *Planet of the Apes*, the sexy *Moulin Rouge* or the laughable *Dr. Doolittle 2* in theaters, we've already dug up some DVD news from thedigitalbits.com. Apparently all three films will be released in the fourth quarter of 2001 and will be very elaborately laced with extras.

Your Sunday night goes to DVD

This, too, from thedigitalbits.com: *The Simpsons: The Complete First Season* should be in stores by the third quarter of 2001. It's also rumored that *The X-Files: The Complete Fourth Season* will be on DVD by year's end.

A sweet treat

Apparently, Miramax's Oscar-nominated Best Picture, *Chocolat*, will make its way to DVD on July 24 according to thedigitalbits.com. Now DVD viewers one and all can see why the more splendid Billy Elliot was robbed.

Welcome to Blaine

Word on the street says that *Waiting for Guffman*, the instant classic mockumentary by Christopher Guest, will be out by the end of the year. Of course, any Guest fan would've loved to see a package of *Spinal Tap*, *Guffman* and *Best in Show* wrapped in one hilarious package. But no plans have been announced for such a joyous trifecta.

Blood and guts

If you missed *Hannibal* at the theaters you were one of the lucky ones. For those who liked it, you'll be pleased to know that the Special Edition will be out in August.

Coming Soon

6/19/2001
Save the Last Dance
Charlotte's Web
Proof of Life
State & Main
The Pledge

6/26/2001
Dogma: Special Edition
Dude, Where's My Car?
Black Adder: The Complete Collection

7/3/2001
Snatch: Special Edition
The Wedding Planner
Head Over Heels
Wes Craven Presents: Dracula 2000

7/10/2001
Thirteen Days
Maléna
Monkeybone: SE

7/17/2001
Sugar & Spice
The Gift

7/24/2001
Valentine
Sweet November

Charlotte's Web

Dude, Where's My Car?

State and Main

TOP 10 CHARTS

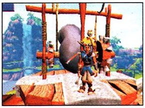
PS2 Top 10

The top of the PS2 sales heap has shifted during the last four months, and this time around is no exception. Just brace yourself for the release of Gran Turismo 3, because we have a sneaking suspicion that it might sit atop this list for a very long time.

	Last Month	Title / Publisher	Rating
1	2	**Onimusha: Warlords** *Capcom* Bouncing The Bouncer, Onimusha: Warlords claims the top spot. Sure, it's a little short. Sure, it's completely derivative of Resident Evil and its ilk. And yeah, the story has major holes. But its beautiful graphics and all-around demon-slaying fun factor make it totally worthy of the No. 1 position. Too bad this may be its only month in this lofty position, as GT3 is lurking right around the corner.	●●●●
2	—	**Zone of the Enders** *Konami*	●●●●◖
3	3	**Madden NFL 2001** *EA Sports*	●●●●◖
4	7	**ATV Offroad Fury** *Sony CEA*	●●●●
5	4	**Triple Play Baseball** *EA Sports* Baseball season's in full swing, but you won't get much baseball with Triple Play. It's baseball for those who ride the short bus.	●●
6	6	**Tiger Woods PGA Tour 2001** *EA Sports*	●●●
7	9	**SSX** *EA Big*	●●●●●
8	1	**The Bouncer** *Square EA*	●●●
9	5	**Star Wars Starfighter** *LucasArts*	●●●●◖
10	—	**All-Star Baseball 2002** *Acclaim*	●●●◖

Source: NPD TRSTS Video Games Service, mid-April 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



1	Jack & Dexter	*Sony CEA*
2	Metal Gear Solid 2	*Konami*
3	Tony Hawk 3	*Activision*
4	Final Fantasy X	*Square EA*
5	Gran Turismo 3	*Sony CEA*
6	NBA Street	*EA Big*
7	Twisted Metal: Black	*Sony CEA*
8	Klonoa 2	*Namco*
9	Silent Hill 2	*Konami*
10	SplashDown	*Infogrames*

Japan's Top 10 PS2 and PS one Games

1	Armored Core 2 (2)	*From Soft.*
2	Super Robot Gaiden (1)	*Banprest*
3	One Piece Grand Battle (1)	*Bandai*
4	Kessen II (2)	*Koei*
5	World Soccer 5 (2)	*Konami*
6	RE Code: Veronica (2)	*Capcom*
7	Oni: Fukkatsu (1)	*PandoraBox*
8	The Tetris (1)	*Success*
9	Warship Commander (2)	*Koei*
10	Shutoko Battle Zero (2)	*Genki*

OPM's Most Wanted PS one Games

1	Final Fant. Chronicles	*Square EA*
2	Alone in the Dark:TNN	*Infogrames*
3	Spider-Man 2	*Activision*
4	Hoshigami	*Atlus*
5	Castlevania	*Konami*
6	Dragon Warrior VII	*Enix*
7	Saiyuki: Journey West	*Koei*
8	Tales of Destiny 2	*Namco*
9	Syphon Filter 3	*Sony CEA*
10	X-Men: Mutant Acad. 2	*Activision*

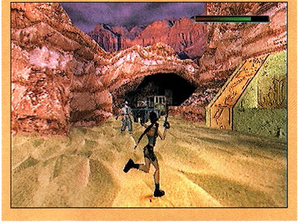
Top 10 Selling Games, All Systems

1	Pokémon Stad. 2 (N64)	*Nintendo*
2	Pokémon Silver (GBC)	*Nintendo*
3	Pokémon Gold (GBC)	*Nintendo*
4	Onimusha (PS2)	*Capcom*
5	Kirby Tilt/Tumble (GBC)	*Nintendo*
6	ZOE (PS2)	*Konami*
7	Madden NFL 2001 (PS2)	*EA Sports*
8	ATV: Offroad Fury (PS2)	*Sony CEA*
9	TR: Last Rev. (PS one)	*Eidos*
10	Dr. Mario 64 (N64)	*Nintendo*

PS one Top 10

We glow with pride when the Top 10 list is filled with highly rated titles, but this month it's infested with bad game karma. Let's hope next month's list bounces back with an average score of at least 3.75. Otherwise we won't shave for a whole month!

	Last Month	Title / Publisher	Rating
1	—	**Tomb Raider: Last Revelation** *Eidos* It took us roughly no seconds to figure out why this had catapulted into the top spot after all this time. Apparently the upcoming film along with the $10 price tag drove folks to one of the better games of the Tomb Raider series. Here's a little advice for newbie Lara fans: Tomb Raider II is actually the best game. But Last Revelation can still hold its own.	●●●●
2	3	**Gran Turismo 2** *Sony CEA*	●●●●●
3	1	**Tony Hawk's Pro Skater 2** *Activision*	●●●●●
4	5	**Spec Ops** *Take 2 Interactive*	●
5	—	**Dave Mirra Freestyle BMX** *Acclaim*	●●●◖
6	7	**Triple Play Baseball** *EA Sports*	●●◖
7	—	**Digimon World 2** *Bandai* What's the world coming to? How the flip did Digimon World 2 break into the Top 10? We're baffled. Quit buying it. Please.	●●
8	2	**Driver 2** *Infogrames*	●●●●
9	—	**Tekken 3** *Namco*	●●●●●
10	—	**ATV: Quad Power Racing** *Acclaim*	●



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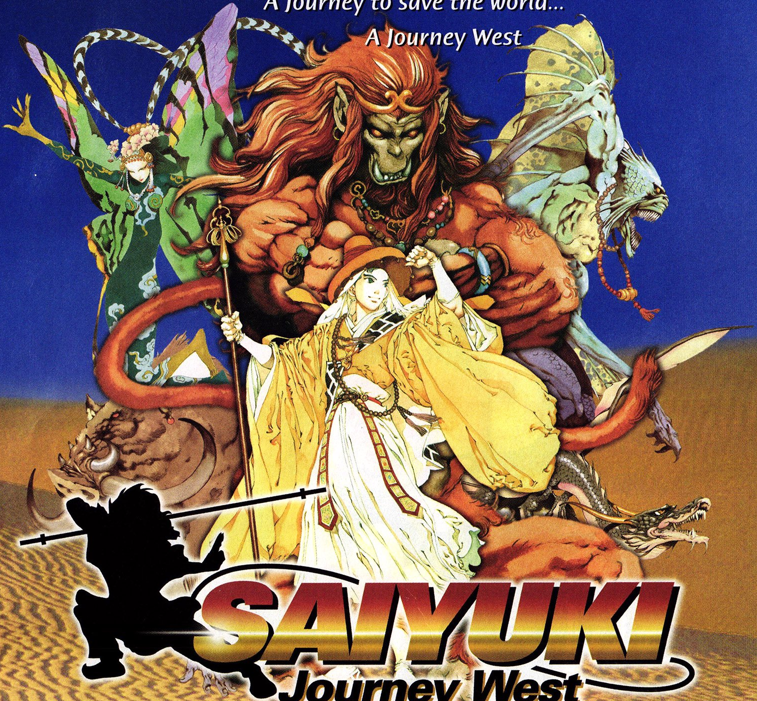
PlayStation
A Journey of friendship
A Journey fraught with danger
A Journey to save the world...
A Journey West
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SAIYUKI
Journey West

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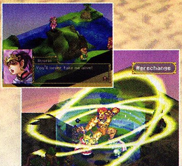
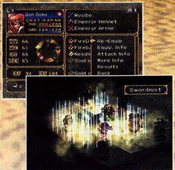
- ***Man or Beast... The Ultimate Attack Force... "WereForm"***
  Romp across the battlefield as a huge monster with powerful attacks!
- ***An unexpected source of aid... "Guardians"***
  The heavens will support you and provide protection and power!
- ***Character Customizing***
  Add special abilities and improve character attributes!
- ***Magic***
  Magic turns the tide of battle! Effects range from beneficial healing, to comets that kill all in their wake!


You'll never take me alive!
Werechange


L1
R1
Son Goku
Nyoibo
Emperor Helmet
Emperor Armor
Re-Equip
Equip. Info
Attack Info
Were Info
Results
Back
Swordmist

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In this LEAGUE,
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HEROES are broken,
and LEGENDS are made.
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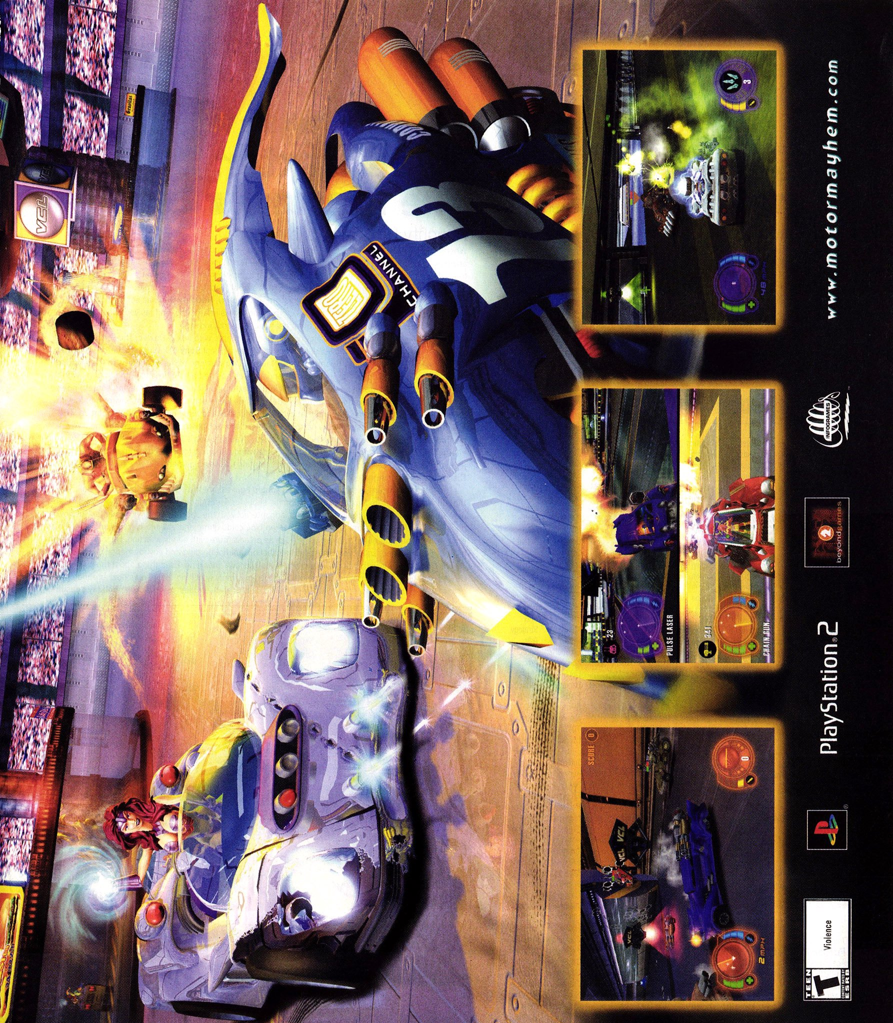

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VCL
PULSE LASER
CHAIN GUN
SCORE 0
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46 mph
TEEN
Violence
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Previewed Inside

Batman: Vengeance 62
Bloody Roar 3 64
CART Fury 72
Devil May Cry 68
Driven 66
Gadget Racers 66
Jak & Daxter 58
Jade Cocoon 2 60
James Bond 007 in...AUF 62
Klonoa 2 60
Mobile Suit Gundam: JtJ 70
Mobile Suit Gundam: ZF 73
Motor Mayhem 74
NASCAR Heat 76
NBA Street 71
Pac-Man World 2 68
Pryzm: The Dark Unicorn 62
Rayman M 71
Resident Evil-Code: Veron. X..73
Rubu Tribe 64
SplashDown 76
Stretch Panic 72
Stuntman 70
Tarzan 60
Time Crisis 2 74
Tony Hawk's Pro Skater 3 64
Twisted Metal: Black 66
Vampire Night 73
Victorious Boxers 74
Wacky Races 70

Coming Soon

June		
Bloody Roar 3	Interplay	Fighting
CART Fury	Midway	Racing
Escape From Monkey Island	LucasArts	Adv.
Gadget Racers	Conspiracy	Racing
Giants: Citizen Kabuto	Interplay	Adv.
Gran Turismo 3 A-spec	Sony CEA	Racing
Motor Mayhem	Infogrames	Action
MTV Music Generator 2	Codemasters	Music
MX 2002 f/ R. Carmichael	THQ	Racing
NASCAR Heat	Hasbro	Racing
NBA Street	EA Sports	Sports
Paris-Dakar Rally	Acclaim	Racing
Portal Runner	3DO	Action
Twisted Metal: Black	Sony CEA	Action
WDL: WarJetz	3DO	Action
July		
Ephemeral Fantasia	Konami	RPG
Extermination	Sony CEA	Adv.
MS Gundam: Journ./Jaburo	Bandai	Action
Klonoa 2: Lunatea's Veil	Namco	Action
Rune: Viking Warlord	Take 2	Action
Supercar Street Challenge	Activision	Racing
August		
18 Wheeler	Acclaim	Racing
BASS Fishing	THQ	Fishing
Commandos 2	Eidos	Strategy
ESPN NFL Prime Time	Konami	Sports
Evil Twin	Ubi Soft	Adv.
Half-Life: Decay	Sierra	FPS
Ico	Sony CEA	Action
Leg. of Kain: Soul Reaver 2	Eidos	Adv.
LeMans 24 Hours	Infogrames	Racing
Project Eden	Eidos	Adv.
Herdy Gerdy	Eidos	Adv.
Test Drive Off-Road: WO	Infogrames	Racing
September		
Baldur's Gate: DA	Interplay	RPG
Batman: Vengeance	Ubi Soft	Action
Dave Mirra BMX 2	Acclaim	X-Sports
ESPN X Games: Skatebrdg	Konami	X-Sports
Lotus Extreme Challenge	Interplay	Racing
Monster Rancher 3	Tecmo	RPG
RE-Code: Veronica X	Capcom	Adv.
Run Like Hell	Interplay	Adv.
Silent Hill 2	Konami	Adv.
Trophy Bass	Sierra	Fishing
Future Releases		
Age of Empires II	Konami	Strategy
Aliens: Colonial Marines	Fox Int.	Action
Cops	Fox Int.	Action
Crash Bandicoot: TWoC	TBA	Action
Dark Angel: Vampire Apoc.	Metro3D	Action
Dead to Rights	Namco	Action
Devil May Cry	Capcom	Adv.
Dragon's Lair 3D	Mattel	Adv.
Dragon Wars of M&M	3DO	Action
Driven	bam!	Racing
Duke Nukem: D-Day	Rockstar	Adv.
ESPN Nat'l Hockey Night	Konami	Sports
Final Fantasy X	Square EA	RPG
Frogger: The Great Quest	Konami	Action
The Getaway	Sony CEA	Racing
Gitaroo-man	Koei	Action
Grand Theft Auto 3	Rockstar	Action
Harry Potter	EA Games	Adv.
Hidden Invasion	Conspiracy	Action
Hot Shots Golf 3	Sony CEA	Sports
Jak & Daxter	Sony CEA	Action
James Bond 007 in AUF	EA Games	FPS
Jekyll & Hyde	DreamCatchr	Adv.
Kessen II	TBA	Strategy
Leg. of Kain: Blood Omen 2	Eidos	Adv.
Legend of Alon D'ar	TBA	RPG
Legion: Legend of Excalibur	Midway	Strategy
The Lost	Crave	Adv.
Madden NFL 2002	EA Sports	Sports
Metal Gear Solid 2: SoL	Konami	Adv.
moderngroove: MoS	Ubi Soft	Music
MS Gundam: Zeonic Front	Bandai	Strategy
NCAA Football 2002	EA Sports	Sports
No One Lives Forever	Sierra	FPS
Pac-Man World 2	Namco	Action
Pryzm: The Dark Unicorn	TDK	RPG
Rayman M	Ubi Soft	Action
RoboCop	Titus	Action
Rubu Tribe	Interplay	Action
Silent Scope 2	Konami	Shooter
The Simpsons Road Rage	Fox Inter.	Action
Sled Storm 2	EA Sports	Racing
Smuggler's Run 2	Rockstar	Racing
Soldier of Fortune	Majesco	FPS
Space Channel 5	Sega	Dancing
Spider-Man The Movie	Activision	Action
SplashDown	Infogrames	Racing
SSX: DVD	EA Sports	X-Sports
Star Trek Voyager: EF	Majesco	FPS
State of Emergency	Rockstar	Action
Stretch Panic	Conspiracy	Action
Stuntman	Infogrames	Racing
Tarzan	Ubi Soft	Action
Time Crisis 2	Namco	Shooter
Tiny Toons	Conspiracy	Action
Tony Hawk's Pro Skater 3	Activision	X-Sports
Top Gun	Titus	Action
Vampire Night	Namco	Shooter
Victorious Boxers	Empire	Sports
Virtua Fighter 4	Sega	Fighting
WipeOut Fusion	TBA	Racing
World Rally Champ. 2001	TBA	Racing
World Sports Cars	Empire	Racing
WTC 2001	Sony CEA	Racing

Jak & Daxter: The Precursor Legacy

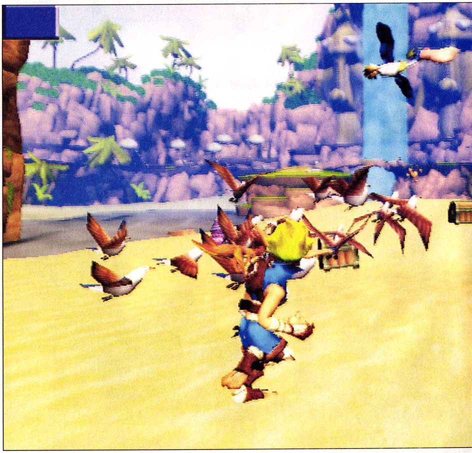
Naughty Dog's next bad boy

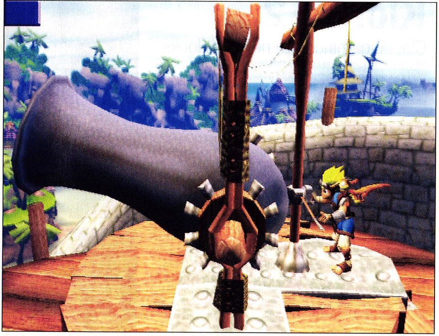
When Crash Bandicoot made the switch to PS2, no one wanted to rock the boat. No one wanted to do anything to upset the apple cart and detract from the experience. No one wanted to attempt anything too radical or interesting or cool. Just take Crash and stick him on PS2, and watch the money arrive in large bags marked "swag." Thank goodness Crash's "real" daddy isn't so complacent. Having finally given up its old baby to the man from the big movie company, **Naughty Dog** has set about to make something new. Something that *is* radical, something that *is* interesting, and, as you can see from these screenshots, something that is most definitely *very* cool indeed.

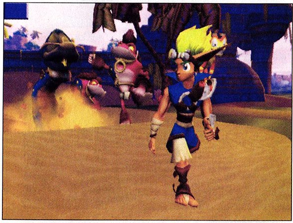
We were recently lucky enough to get some hands-on time with Jak & Daxter: The Precursor Legacy, in a room with no windows, deep within the labyrinths of **Sony** HQ. What you see here is the fruit of nearly two years of development time. Naughty Dog was one of the first teams in the world to get its hands on a PS2 development system, and as such has had a long time to come to grips with the system. From the moment you lay eyes upon Jak & Daxter, it's clear that you're seeing something special. Quite obviously a "second-generation" title, it brings to life some rich, vibrant environments with glorious detail and gorgeous lighting that cycles through day and night on a six-minute rotation. The exaggerated animation resembles a cartoon, and the character design should entice anyone. "We wanted something that would appeal to all cultures," Naughty Dog's Jason Rubin tells us. "We wanted characters that would appeal to an Asian audience without leaning too hardcore into anime territory, and something Western enough—but without alienating the Asian gamers. It's very much like what Disney has been doing lately."

The main characters in the game (like you couldn't guess) are the eponymous humanoid, Jak, and the rodent-like creature Daxter who sits atop his shoulder. Throughout the game, the duo works in tandem to assist each other, make wisecracks, and interact with the spectacular environments. But how does the game play? Imagine a cross between an N64 Zelda game and a Banjo-Kazooie or Spyro. It's an entirely free-roaming game, playing very much as an adventure with plenty of action. Puzzles vary from lever pulling to object collection, character interaction, animal herding and environmental challenges.

We spent an hour with Jak & Daxter, and it really is awe-inspiring. Everything about the game thrives with life, with animation so smooth you'll enjoy simply watching the insects buzz around or the grass sway in the wind. Count on Jak & Daxter to be one of the biggest games of the **holiday season**.

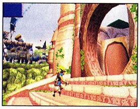


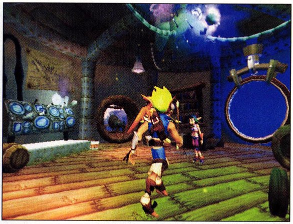


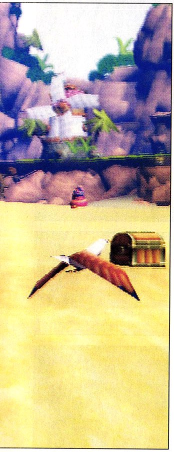


It's Like Watching a Cartoon

Jak & Daxter's world is full of life, and it's the tiny details throughout that really set the game apart from other 3D action/ adventure efforts on PS2. If you'll allow us to get very technical for a moment, each of the environments you see in these screenshots is made from 12 million polygons, and everything is animated at a juicy and delicious 60 frames per second.

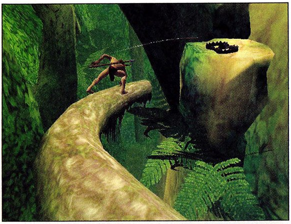


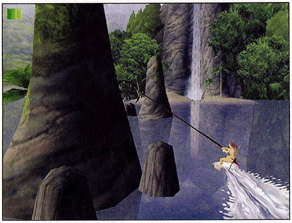




Jak & Daxter

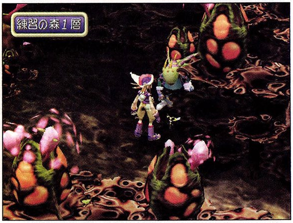
Jak is the main man, and the only character you control throughout the game. Daxter spends the majority of the time on Jak's shoulder, dispensing advice and wisecracks at regular intervals, as well as offering some physical assistance at times. Daxter, it seems, was not always a tiny ferrety-looking creature. He was zapped into his current form by an evil sorcerer using the "Precursor" forces that dominate the world.





Tarzan

Ubi Soft's upcoming Disney PS2 game is somewhat of a surprise. Instead of your usual movie-license crapola, it's a series of mini-games glued together with 3D action levels that really manage to capture the feel of the movie itself (even though it takes place where the film left off). You'll find yourself taking part in such diverse actions as bungie jumping down waterfalls, surfing atop whitewater, swinging from vine to vine and more. Look for it in **November**.



Jade Cocoon 2

The sequel to Crave's monster ranching title hits Japan courtesy of **Genki**. Taking place centuries after the events of the first game, newcomers Kafu and Niko replace Revant and Riketz as heroes, with Kafu questing to rid himself of the Karma virus that might one day lead him to madness and, soon after, death. The entire game leaps off the screen in full 3D this time, and all 65 characters are brought to life with voice acting. We'll tell you more if a U.S. release happens.

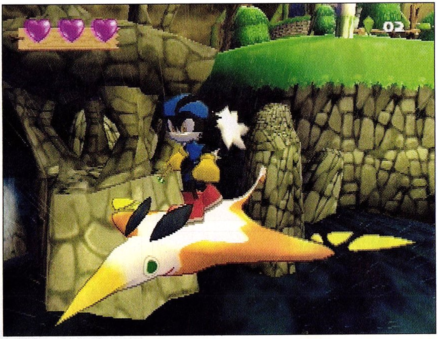
Klonoa 2

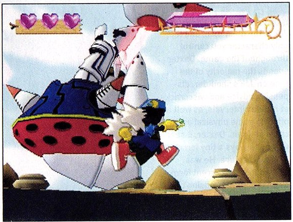
Classic gaming with next-gen looks

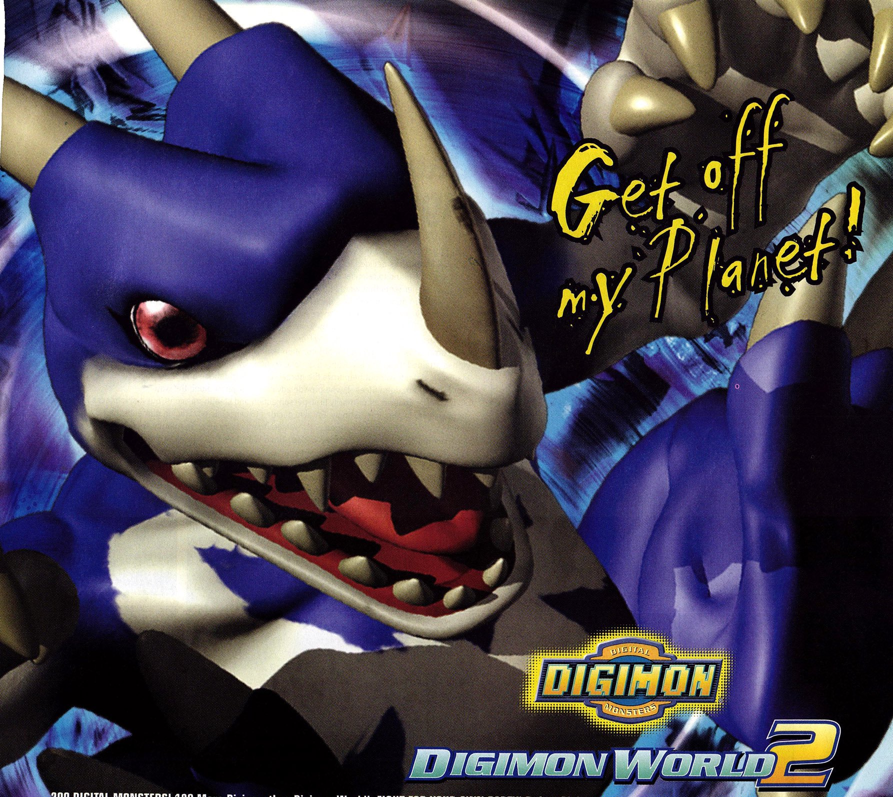
Why the first Klonoa didn't sell all that well is still a mystery to us. With its charming graphics and tight gameplay, it had all the makings of a sleeper hit. Maybe the public just wasn't ready for a strangely named, long-eared mascot character prancing through dream-like mystical stages. Alas, we can only hope that with **Namco**'s sequel, due out **this month**, things will be different.

And just why should Klonoa 2 fare any better? First off, the graphics are simply incredible. Klonoa 2 looks and moves like a cartoon, thanks to the brilliant use of cel-shading. There are moments that will simply dazzle you—almost distractingly so, as you might find yourself more inclined to just marvel at what you're seeing instead of playing the game. And while Klonoa 2 retains the same limited control scheme and on-rails, 2.5D gameplay of its predecessor, it ups the ante with some clever yet well-integrated puzzles and spectacular high-flying antics.

New-school gamers will likely be captivated by Klonoa 2's graphical prowess, but long-time gaming veterans know the real draw here is the classic old-school platforming goodness. Strip away the next-gen coating, and you have a fundamentally sound, almost classic game here. It was a winning formula the first time around, and it seems to be working just fine with Klonoa 2. Don't miss it. And don't miss our review next issue.



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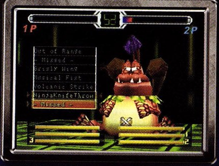
200 DIGITAL MONSTERS! 120 More Digimon than Digimon World! **FIGHT FOR YOUR OWN PARTY!** Defeat Digimon in battle and they are added to your party!


1P
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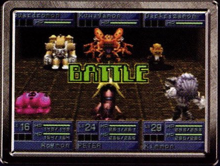
Out of Range
- Missed -
Grisly Wing
Musical Fist
Volcanic Strike
NinjaKnifeThrow
- Missed -


BATTLE
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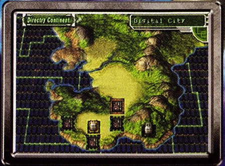
PETER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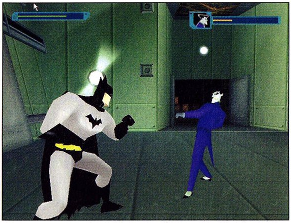
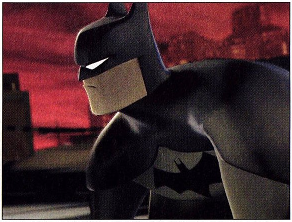
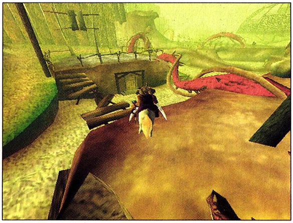




Batman: Vengeance

New details keep pouring in about **Ubi Soft**'s great-looking PS2 debut of the Dark Knight, due out this **September**. We're very excited to learn that not only is the game based on *The New Adventures of Batman* cartoon, it's also an entirely new, more adult adventure featuring voice talent from the series. So, of course, this includes Mark Hamill as the Joker, causing havoc alongside Harley Quinn, Poison Ivy and Mr. Freeze. You even play as Bruce Wayne in some parts.



Pryzm: The Dark Unicorn

Skewing toward a slightly younger demographic than most current PS2 games, **TDK Mediactive**'s first title for the system places gamers into a fantasy world being taken over by an evil plague. You control a winged unicorn named Pryzm as well as Karrok, a troll-mage who rides her (you know, to offset the rather effeminate main character). Together, these two embark upon a journey to defeat the plague through four worlds of action/RPG goodness. Look for Pryzm this **November**.

James Bond 007 in... Agent Under Fire

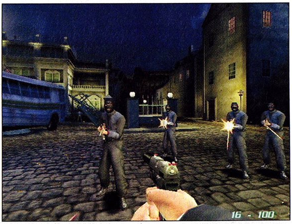
The world really wasn't enough

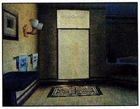
Realizing that it missed the window to cash in on the hype surrounding the most recent James Bond film, **EA Games** has decided to cancel its oft-delayed PS2 The World Is Not Enough game. Instead, the company now plans to release a brand-new Bond adventure, with a completely original story. Recycling many of the elements that went into TWINE for the PS2 (such as the Quake III-based graphics engine), the Bond team now looks at EA's decision as a stroke of good luck. According to members on the project, as they worked with the PS2 more and more, they conjured up so many ideas that just wouldn't jibe with the TWINE storyline—but they can use them now.

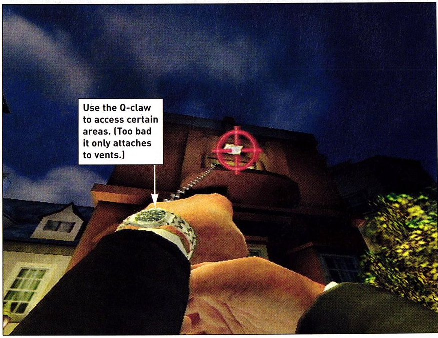
The basic premise behind this new Bond outing involves an evil mastermind known as Malprave, who commands a rising terrorist organization bent on world domination via the use of an army of clones attained through his advanced genetic technology. Of course, only you as James Bond can stop Malprave, but not without help from the gorgeous Zoe Nightshade and other characters like Q's assistant R (voiced by John Cleese), who provide advice and support along the way.

The game consists of primarily first-person action and stealth missions, but it also places a large emphasis on driving. Interestingly, EA also decided to cancel its 007 Racing game for the PS2 in favor of using some of the already-developed levels in Agent Under Fire. Thankfully, these racing sequences were put together by EA's Vancouver-based studio (SSX, Need for Speed, among others) and not Eutechnyx, the developer of the rather mediocre PS one 007 Racing title.

Agent Under Fire already looks like it's coming together nicely, with great-looking graphics and seemingly solid gameplay. Which is pleasant to already see, as it doesn't hit stores until **late 2001**.







Use the Q-claw to access certain areas. (Too bad it only attaches to vents.)

Biz Markie
Wearing the Siena
Circa 1986

Biz Markie's album is due out summer 2001

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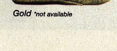
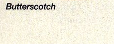
Brown


Gold *not available


Butterscotch

Black

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STAGE 5
0'40"30
51
URANUS
GADO
2HIT

6'15
53
XION
GADO
2HIT

Bloody Roar 3

Activision recently surprised us with the unexpected announcement that it would publish Bloody Roar 3 **this month**. Those familiar with the **Hudson Soft**-developed series of fighting games will recognize the game's 11 initial playable characters, all of whom have the power to morph into a beastial form to up their strength when their meter allows such an action. Choose your favorite to work his or her way to the sinister Xion, who, along with two secret fighters, is unlockable.

Rubu Tribe

Interplay has just announced a heretofore unknown game that looks like it mixes elements of adventure and Populous-style strategy games. In Rubu Tribe, due in the **fourth quarter** of 2001, you control a tribe chieftain as he strives to maintain the health and strength of his tribe throughout a crucial journey to a holy land. Explore and do battle with the inhabitants of this lush world, while not forgetting to also carefully manage your tribe's resources. We're intrigued.

Tony Hawk's Pro Skater 3

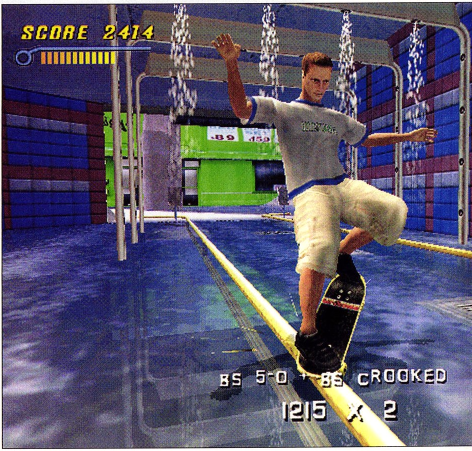
Mr. 900 moves to a new arena: cyberspace

Quick, name the top five sequels you'd like to see on PlayStation 2. OK, maybe having the Tony Hawk's Pro Skater 3 title right above this is stacking the deck a little, but chances are it would place on your list anyway. It was on ours, too. And then we saw it in motion. Remember how exceptional the original Tony Hawk looked, especially when compared to most everything else on the PS one at the time? Well, you ain't seen nothing yet. THPS3 features unlimited sight distance, making for huge, sprawling arenas that deliver an even greater sense of space than before. And expect even more interaction with the levels. The Los Angeles area, for example, allows you to trigger a spectacular earthquake by grinding four special rails. This causes the collapse of an elevated freeway, granting access to previously unreachable areas. And as if that weren't enough, the areas now come populated with realistic traffic and pedestrians, all of which interact with your skaters. You can even get a better feel for your surroundings with the new Look feature: Just swing the right analog stick around and you can inspect your environment, helping to lead you to hidden areas or to set up those especially tricky grind combos.

Oh, and speaking of combos, you're now able to link together vert tricks. Where THPS2 allowed you to link grinds and other tricks—permitting the truly dedicated to rack up million-point combos—if you ended up on a ramp you'd have to end your trick sequence there. But the addition of the Revert, a quick 180-degree turn, allows for fluid combos between street and vert moves, making for virtually endless links. When we visited **Activision** to get some hands-on time with the game, producer Nicole Willick was especially excited about the Revert: "I think the points and the scoring will be insane. We thought million-point combos were cool. I'm afraid to see what the kids'll do when they get their hands on this."

And if the thrill of the achievement isn't enough to keep "the kids" striving for new boarding achievements, perhaps real-time head-to-head interaction will do the trick. Get this: **Neversoft** has already begun to implement online play for THPS3. The game currently functions over a network via standard USB ethernet adapters, and the team has plans to include support for 56K USB modems, as well. We were even able to play over Activision's LAN against the Neversoft team more than 20 miles away.

You'll get all this plus twice as many tricks, more realistic animations, a revamped Create-A-Skater mode, 8-10 new levels, and a new goal-oriented reward system more similar to the "Tape" system in THPS1 than the money system in THPS2. Oh, and in case we forgot to mention—*the game looks incredible*! Just check out these screens, and try not to think about the fact that it won't be here 'til **fall**.



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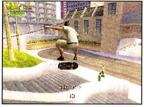

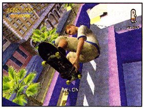

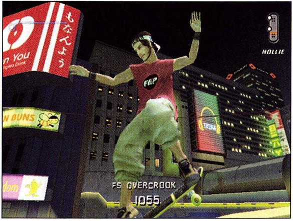
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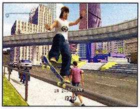

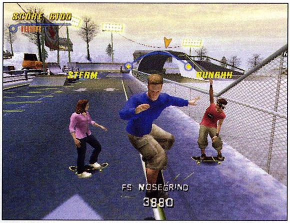
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STEAM
FS NOSEGRIND
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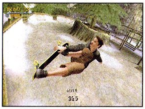
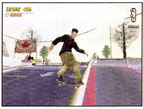
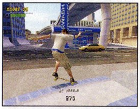
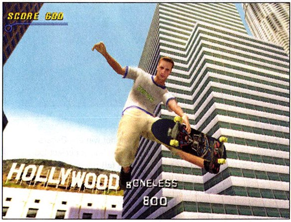






The Network Grind

Neversoft plans to deliver a less competitive online community, allowing players to hang out within the game engine and help each other learn the game. The new Look control even allows you to just sit back and watch your friends do their thing. But it's not all happiness: You can also taunt—even shove down—your friends. (We had a particularly good time knocking the Neversoft folks around.)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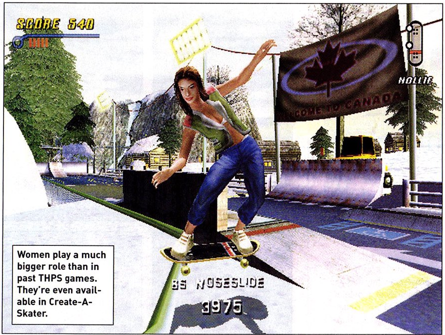
SCORE 540
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COME TO CANADA
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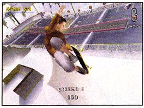
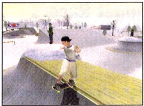
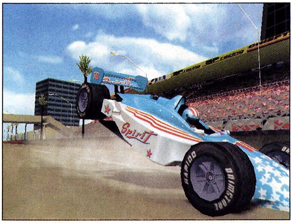
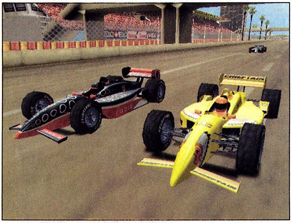
Women play a much bigger role than in past THPS games. They're even available in Create-A-Skater.



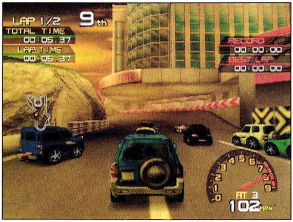






Driven

Sylvester Stallone's recent movie *Driven* might not win any Oscars next year, but let's face it—its fast-paced CART action is perfect fodder for a video game. Just like the film, **bam!**'s **fall** release promises spectacular crashes, complete with flying debris. Good driving allows you to creep "into the zone," giving your car the ability to exceed speeds of 240 miles per hour (which should look even more impressive at 60 frames per second) through racetracks or streets.



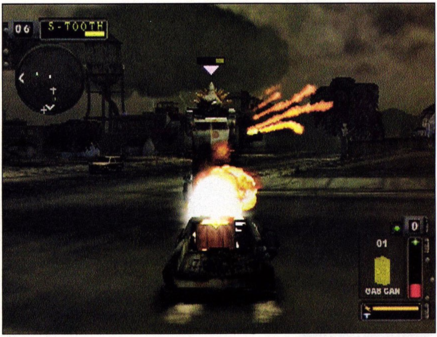
Gadget Racers

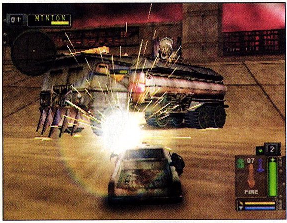
A long-running Japanese series of games known as Choro-Q (localized in the form of little-known games like Penny Racers for N64) hits American PS2s **this month**, thanks to **Conspiracy**. Only now it's called Gadget Racers. Either way, the kart-racing style of gameplay has always proved fun in the past, and this time should be no different. Gran Turismo fans might even take interest in the literally hundreds of upgrades you can perform on your vehicle.

Twisted Metal: Black

The key word is "twisted"

Now that we've finally gotten a chance to put in some serious hands-on time with **Sony CEA**'s new Twisted Metal, we can't sleep with the lights out anymore. Seriously, this game is sick. Luckily, there's a fantastic engine underneath all the carnage: Gameplay moves at an unwavering 60 frames per second, and the controls are spot-on. We got a chance to cruise around all of the enormous levels, including the return of the Rooftops arena, which must be seen to be believed. Though the excruciating difficulty gets to us now, we're expecting it to be toned down before TMB's release **this month**. These new screens should help tide you over until then.





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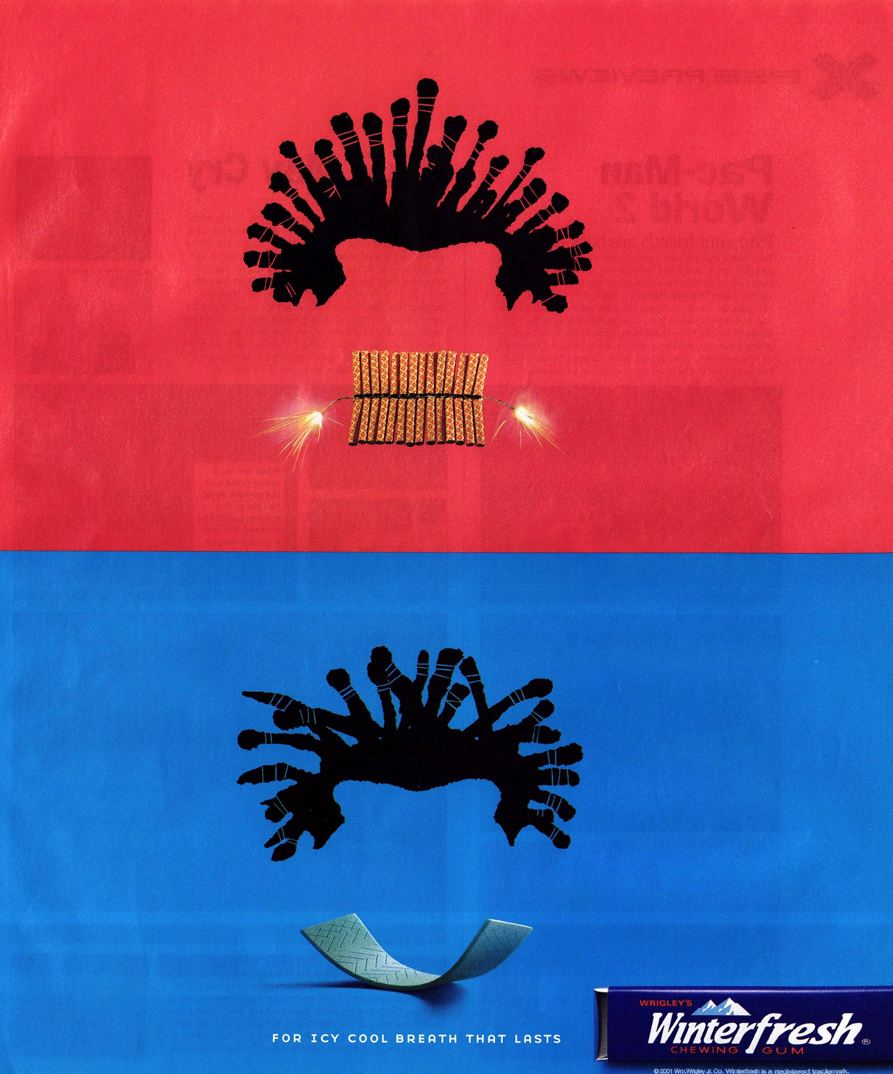
EBWorld.com	Y	$49.99	6/19/01
GameStop.com	Y	$49.99	6/19/01

all data as of 5/8/01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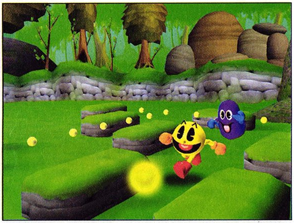
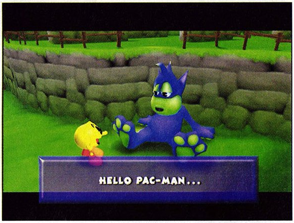
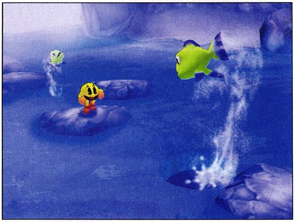
Pac-Man World 2

Pac and friends are back again

Two years ago, old-school gamers rejoiced to see video gaming's original iconic character chomp his way back into the limelight (and celebrate his second decade) with the fantastic Pac-Man World. **Later this year**, **Namco** introduces the character to PS2 in a sequel. This time, though, Pac-Land expands to full-fledged 3D, as Pac-Man roams freely in an attempt to retrieve the five Magical Golden Fruits stolen by the Ghost Gang. The dot gobbler's adventure includes a variety of mini-games and subquests in addition to the quest at hand. When stumped, he can consult his pal Cluey, and he even blends smoothies for power-ups!



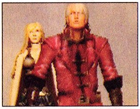


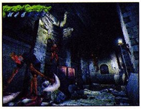


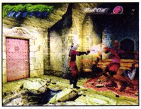
Devil May Cry

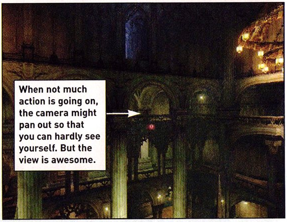
As good as it looks

Now that the trial version of **Capcom**'s Devil May Cry has made its way to Japan (we'll get it here along with Resident Evil–Code: Veronica X), we've finally had a chance to sit down and play it for a while. And, at least as far as graphics are concerned, all we can say is "wow." As in a Metal Gear Solid 2 kind of "wow." Everything about it simply emanates with style, from the gothic architecture to the design of hero Dante and the puppet-like demons he battles. To further accentuate the beauty of your 3D surroundings, the dynamic camera always seems to change perspective to just the right spot, as you move Dante via a control scheme that moves him according to his on-screen location, not by the direction he faces. Throw in some great sword/gunplay action, and the game's **fall** release is worth anticipating.

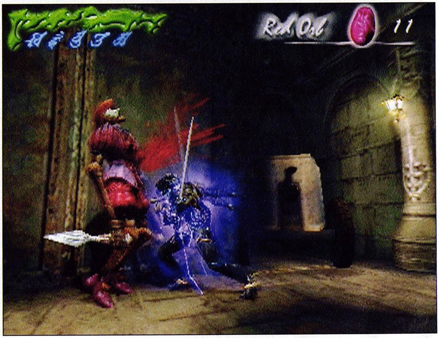






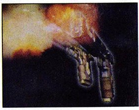


When not much action is going on, the camera might pan out so that you can hardly see yourself. But the view is awesome.



Style Everywhere

Think that Devil May Cry's amazing sense of style is reserved for moments of gameplay? Think again. Even within the menu screen there are things that just make you wanna say "cool." Take a close look at your guns, for example (right), like you would in Resident Evil, and you'll get more than you bargained for—they'll shoot at you! The care Shinji Mikami takes to make DMC special is evident.



PlayStation 2

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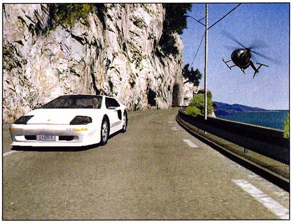
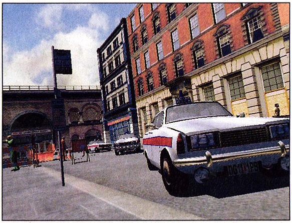
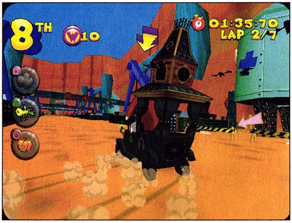




Stuntman

From **Reflections**, the guys who brought you Driver, comes this new action/vehicle-based title in which you take on the role of a Hollywood fall guy. Your main objective: better your career by performing stunts on several B-grade movies, then slowly rise through the ranks until you take on the role of a hero in big-budget action films. This **winter** release from **Infogrames** takes place in worldwide locales like Thailand and England, with 10 cars to do 20-plus crazy stunts.



Wacky Races starring Dastardly & Muttley

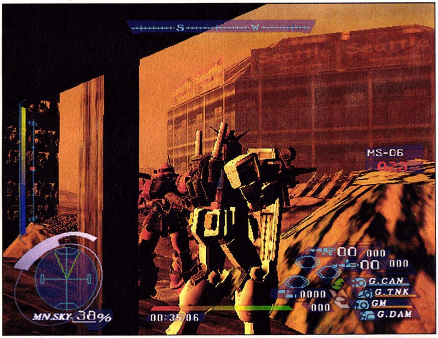
Hanna-Barbera's most infamous mischief-making duo joins the other 10 racers from the 1980s *Wacky Races* cartoon series in this kart racer from **Infogrames**. The game includes 20 race tracks set throughout four worlds, with over 60 special abilities available between the cars, like the Bubble Gum Shot, Ratt-A-Tatt and Bouncy Battle Bombs attacks. Wacky Races also supports four-player action.

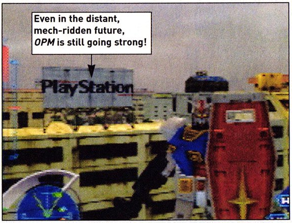
Mobile Suit Gundam: Journey to Jaburo

The PS2 Gundam era begins

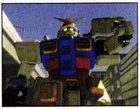
It seems like every month we're flooded with letters: "When's a Gundam game coming to PS2?" they ask. Well, friends, **Bandai** finally has your answer—**July 25**. Journey to Jaburo brings to life the Gundam saga's One Year War, as you control as many as 20 different mobile suits. Throughout the game, you'll parade your mech through nine stages, climaxing with a showdown at the Jaburo Interior. Fans of the series should thrill to confrontations against nemeses like Gun Cannon, Gun Tank and G Armor, along with appearances of mechs from the *Gundam 0080, 08th MS Team* and *Side Story* series.

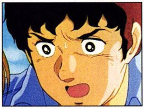
What we've sampled so far should please Gundamites, especially with all of the footage used from the series—not to mention a sweet opening CG sequence. Control could use some work (no analog—what gives?), but the firepower of your laser sword/cannon combo cannot be denied. And neither can Gundam games. If Journey to Jaburo isn't enough for you, just turn to page 73 to see what we mean...





Even in the distant, mech-ridden future, *OPM* is still going strong!





A Kid Named Ray

Throughout Journey to Jaburo, you assume the role of 15-year-old hero Amuro Ray. Amuro grew up as a very antisocial youngster who favored the company of machines over that of people, to the point that he created his own robotic companion, Haro. But once he found his way into the seat of his RX-78 Gundam, he soon started to change into a likeable guy—with human friends and everything.

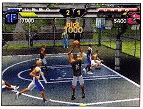
NBA Street

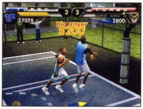
Tearing down the rim

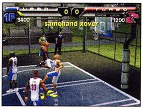
For lots of roundball fans, the PS2 basketball efforts by EA Sports, 989 and Konami have represented the equivalent of shooting 20 percent—they're just not getting the job done. Fortunately, **EA Big**'s NBA Street comes along **this month** to rework the tired sim-hoops genre and inject it with a nice dose of "anything goes."

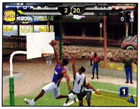
Street's career mode (known within the game as the more hip-sounding City Circuit) could be the freshest way to hoop it up since the heyday of NBA Jam, as you enter your favorite NBA team into some serious three-on-three competition. Beat another team and you have the opportunity to pluck one of their ballers from the roster. So, after you've pounded the pavement and the Toronto Raptors at Pacific Boulevard in Vancouver (just one of 12 outstanding unlockable courts), the inclination to add Vince Carter might hit you. Play through the entire circuit, and you can even play against basketball's king, Michael Jordan. As an alternative to having NBA stars join your roster, the City Circuit also allows you to acquire Development Points as a reward, which earn you the right to use the Create-A-Player function. The more you win, the more points you get, and the better your made-up baller can be.

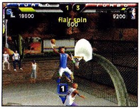
Ultimately, Street is streetball. No rules. Mind-blowing special moves. Some of the most vivid environments seen in a sports game. It could be the first must-have sports title since Madden.

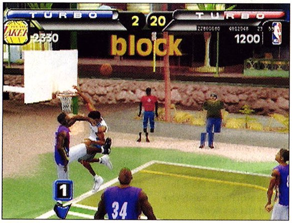


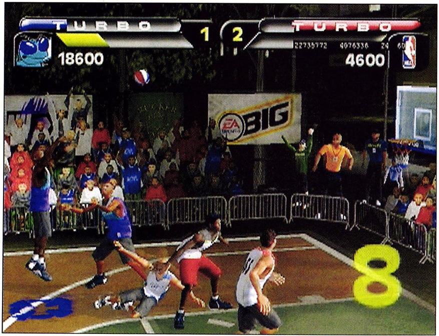








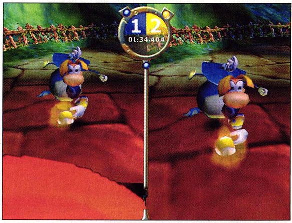


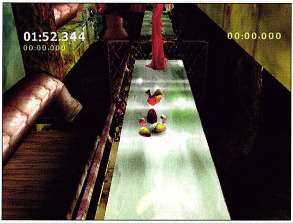


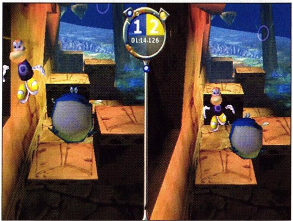
Rayman M

"M" is for multiplayer

Here's an odd bit of marketing to mull over. **Ubi Soft** wants to avoid being known solely for Rayman and isn't all that interested in seeing the limbless wonder become a mascot character that'll be "bigger" than the company, according to an insider. And yet they still decide to go the typical mascot route of releasing a multiplayer party game (due out **next year**) starring their, well, mascot character. What's next? Rayman Kart Racing? No matter, though, as we're huge fans of the series, and we absolutely loved his first outing on the PS2. Rayman M looks to be a bit different from the standard multiplayer fare in that it has you setting up traps while engaged in battle with the other players. Your goal? To be the last man standing. All the characters (including Ly the fairy and a Globox) will share the same skills Rayman uses in his platforming adventures.





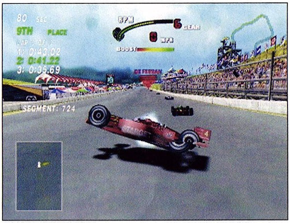


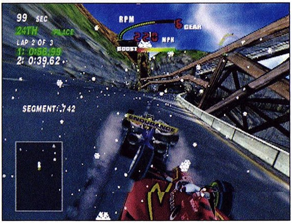
CART Fury

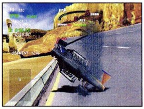
Keeping it real

If you're familiar with **Midway**'s "Thunder" series (e.g., Hydro, Off-Road, etc.), you're probably well aware that the company has the genre of insane arcade racing all but sealed up. So we were a bit surprised when we got this hands-on version of CART Fury Championship Racing only to discover that it's a lot more sedate than its lineage would suggest. For one thing, the game's Simulation mode includes such shockingly straightforward features as qualifying laps and vehicle-configuration tweaks. For another, no less than 15 real-life CART drivers lend their vehicles (sporting sponsors like Target and Shell) and likenesses to the game, and there are even a few real-world CART tracks.

But we breathed a sigh of relief when we started working through the Arcade mode and discovered tracks set on abandoned construction sites, snow-laden mountains and the moon (complete with lower gravity, of course). We were also glad to see the occasional air time, explosive crashes and fiery Super Boost. The Sub-Games (Demolition, Last Man Standing, etc.) and wacky extra vehicles (Ambulance, Tow Truck, Soap Box Racer and so on) sealed the deal: This is still the Midway racing we've come to know and love—there's just an extra layer of realism slathered over the top. The result should prove to be a much deeper and more challenging game than you might expect. We'll find out for sure **this month**.







Stretch Panic

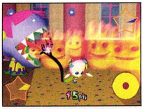
A bizarre treasure if we've ever seen one

"You've never played a game like this," says **Conspiracy**'s U.S. executive producer, Dan Jevons, of his company's new action/platform game for the PS2. "And you know what? You probably never will again." He's probably right on both counts. Formerly known as Hyper Linda (but given a different title because it's name was, well, Hyper Linda), Stretch Panic is one of the most insanely odd titles *OPM* has ever come across. Everything from the premise, to the unique art style, to the gameplay is just so...out there. Jevons himself can't help but chuckle about the game's insanity.

Coming from **Treasure**—the group responsible for games like Gunstar Heroes, Radiant Silvergun and Silhouette Mirage—Stretch Panic is the result of granting a completely free artistic license to one of the most creative bunch of guys in the games industry. And it shows. Heck, this title is bizarre even by Treasure standards—and that should say a lot.

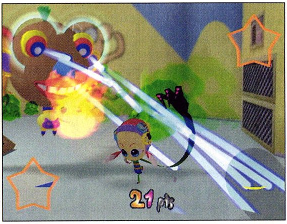
Take, for example, the game's plot: You control the hyper girl named Linda who must rescue her 12 sisters, each of whom has been transformed by a spirit due to their extreme vanity. Then add in this unique gameplay twist: You not only have control over Linda, but also over her scarf, which you use to grab and manipulate objects (the left analog controls Linda, right controls the scarf). But this is where the game's magic starts to come in. Say what you will about its offbeat nature, but Stretch Panic—like most Treasure games, for that matter—really shines in its strangely unique yet addictive gameplay. Mastering the controls of the scarf, not to mention figuring out how to defeat the game's many bosses, is loads of fun. And while this style of play may not pique the interest of many gamers, those who do happen to give it a go may find a true gem on their hands. Stretch Panic is actually a good showcase for the PS2 as well—Treasure makes use of some nifty special effects in the game.

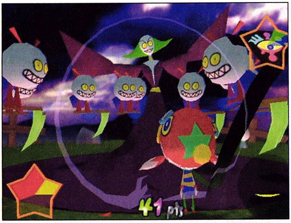
Conspiracy plans to release Stretch Panic this **summer**, so those of you looking for something a little different may want to check it out—if only to wonder how the heck the game got approved.

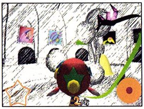


Bosses!

Anyone familiar with Treasure games should know that they are all about the bosses. Treasure just loves them. In fact, Stretch Panic mainly consists of all boss fights!







What the...?!

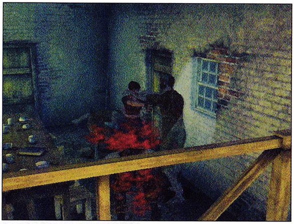
There are certain levels set up in the game to fight enemies and gain points. The crazy thing is that the only enemies you fight are gigantically breasted women (left). Just pop 'em.

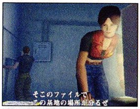
Resident Evil–Code: Veronica X

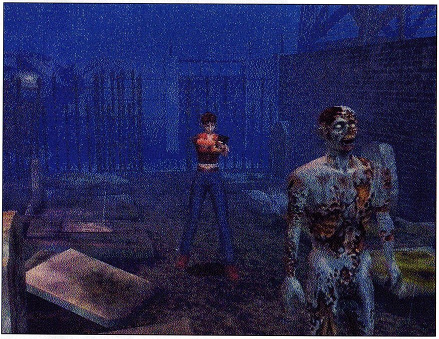
X, because it's extra

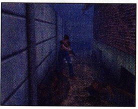
Survival-horror fans remember Claire Redfield from her teamup with Leon Kennedy in Resident Evil 2, as she searched for her brother Chris in zombie-ridden Raccoon City. But some owners of Sony systems felt a little cheated when the continuation of Claire's search, ending up on a zombie-ridden European island, appeared to be a Dreamcast exclusive. That's not the case anymore.

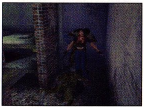
This **September**, **Capcom** releases Code: Veronica for PS2 with a nice little X at the end of the title to indicate its new extras. As we reported in March, the main addition is an extra 10 minutes of cutscenes that focus on the former S.T.A.R.S. leader turned traitor (and dead guy) Wesker, accompanied by a playable demo for the awesome Devil May Cry (see page 68). True RE fans should find great delight, though, with the inclusion of a special known as "The Wesker Files," chronicling the history of the RE series through the eyes of the antagonist. It all promises to be worth the wait.

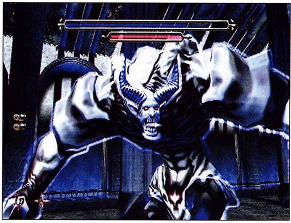


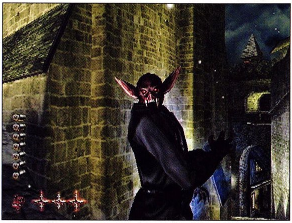






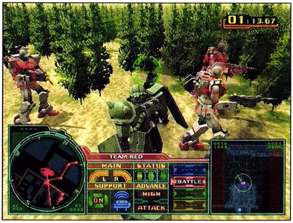






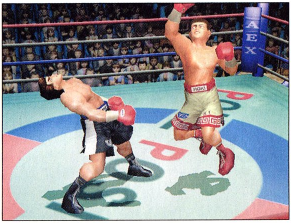
Vampire Night

It's time to gear up that GunCon 2 (well, as soon as they release the GunCon 2, that is) for some vampire busting in **Namco**'s Vampire Night. Few specifics about the PS2 version exist, other than it will offer at least six stages as well as features not found in the arcade original. If the typical vampire-hunting storyline isn't enough to interest you, dig this: Development is being handled by **Wow Entertainment**, a Sega team. Looking forward to **late this year** now?



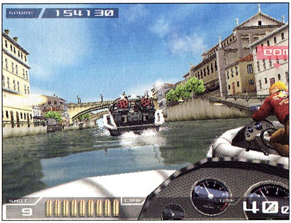
Mobile Suit Gundam: Zeonic Front

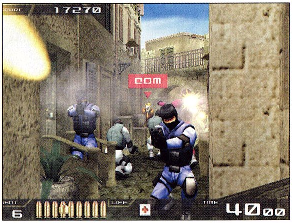
Bandai's second PS2 Mobile Suit Gundam game, a real-time strategy due this **October**, also occurs during the time of the original series, seating you within one of 10 mechs of the Principality of Zeon during the One Year War of U.C. 0079. In this heated campaign for the world against the Earth Federation, you must reclaim your territory battle by battle. Command your mobile suits to victory through 16 missions, and watch the engaging storyline unfold as you progress.



Victorious Boxers

We have to admit when we first heard about Victorious Boxers, our initial thought was that Victoria's Secret was licensing a game based on male undergarments. But then we found out it was just **Empire**'s boxing game due **later this year**. VB does include some nice innovations using the analog sticks, though. Push lightly to get your fighter (the main character in the anime series on which the game is based) to bob and weave; push harder, you'll sidestep. A cool concept.





Time Crisis 2

Featuring a massively upgraded graphics engine, **Namco** shooting has never looked so good as in Time Crisis 2, the arcade light-gun classic set for a PS2 release this **fall**. The home version includes new levels and modes not seen in the arcade, and two players can go at it via split-screen. Those with two TVs and two PS2s (and two copies of the game...shew) even have the option to collaborate via i.Link. Best of all, you can kick ass solo, John Woo style in two-gun mode!

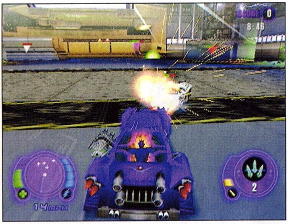
Motor Mayhem

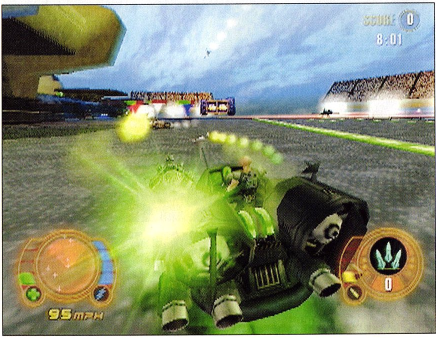
Let the onslaught begin

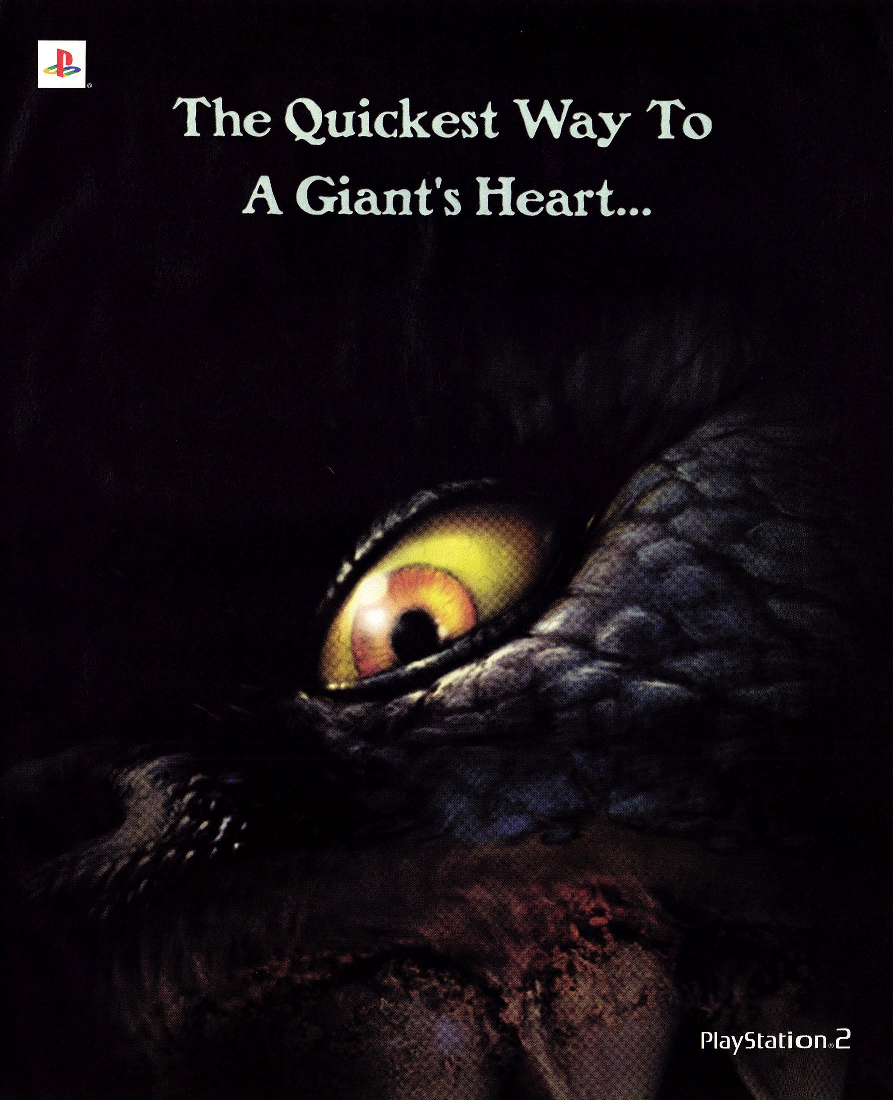
Ever since E3 2000, **Infogrames** has trumpeted the fast-paced action of Motor Mayhem. However, aside from a glimpse at CG and a bit of the first level, they've held back on showing much content. But now, with a playable in our hands, we can say that we're looking forward to the final product, set for release **this month**.

Understand that Motor Mayhem doesn't fit squarely into one genre, though. It's sort of the WWF meets Twisted Metal meets Quake, featuring slick characters and loud, marauding machines in eight reality-based locations of vehicular combat. But it's not *just* vehicular combat. The characters, their vehicles and the television-style presentation won't let it be that one-dimensional. WWF elements come into play based on the rivalries, trash-talking and use of signature moves to finish opponents off. In the Twisted Metal vein, eight different characters compete, each with a machine that has as much upside (quick, powerful, strong) as downside (slow, powerless, weak). And the Quake element? How about some teleporters, bounce pads, claustrophobic arenas and surly opponents?

So far, Motor Mayhem looks sharp, complete with interactive environments that have lots to offer—whether you're trying to dump opponents from an aircraft carrier or split them in two at the international airport. Now we'll just have to wait and see if the shifty controls can catch up.



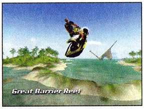


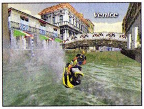

The Quickest Way To
A Giant's Heart...
PlayStation 2

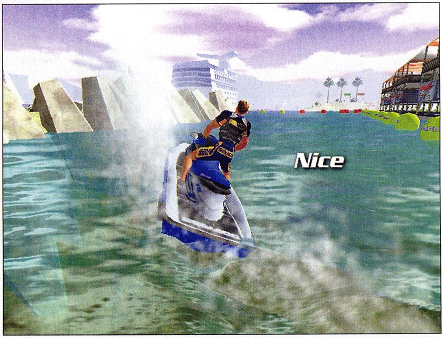
SplashDown

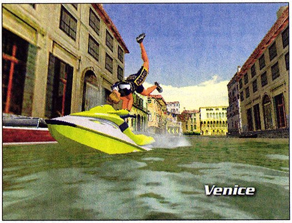
Sea-Doo Watercraft Fury

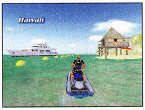
Anyone who's played ATV Offroad Fury knows it as one of the best PS2 games to date—and one of the least hyped. Because of this, **Rainbow Studios** has made it a point to get **Infogrames** to spread the early word about its next free-roaming, tricks-heavy title. Due in **October**, SplashDown replaces four-wheel, all-terrain action with four Sea-Doo watercraft set to zoom through 18 locales, like those indicated in the surrounding screenshots. From a gameplay standpoint, SplashDown's most apparent difference from ATV lies in its tricks system. "In ATV, a completely fair criticism was that we had this great stunt system, but it was meaningless," says Robb Rinard, senior game designer at Rainbow. "Just a showoff factor. So, [this time], the more tricks you pull off, the more it will ramp up the horsepower of your craft. Tricks are an integral part of the game."

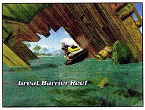


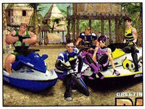












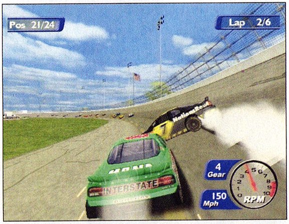
Characters With Character

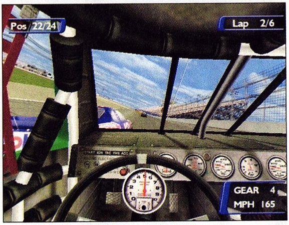
Just like its racing locales, SplashDown's characters come from all across the world—and they have plenty of personality. "Each character has his own unique riding properties and a collection of voice lines and stuff, a la SSX," says Rainbow Studios' senior game designer, Robb Rinard. "Each character talks his own set of trash when you pass him and wreck him and stuff like that."

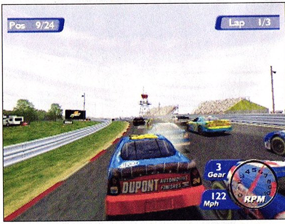
NASCAR Heat

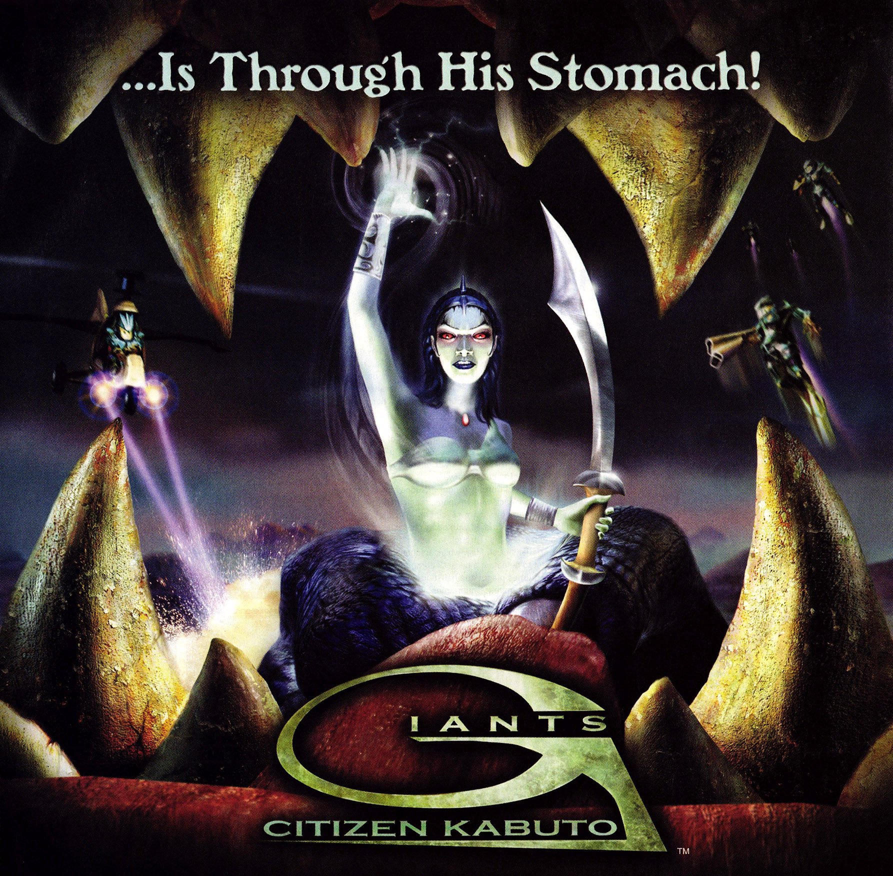
Kick the tires and light the fires

Infogrames, proud new owner of the NASCAR Heat franchise, knows that it has a chance to eat EA Sports' lunch in the world of oval-track video gaming. With that in mind, the company is giving last year's Heat a facelift and bringing it to the PS2. But it doesn't stop there. Determined to be the most complete NASCAR simulator on a home console, expect Heat to feature 26 real drivers sporting their 2001 paint schemes (including hot new rookie Kevin Harvick) and racing on 19 real Winston Cup tracks (unlike the paltry 12 found in NASCAR 2001). Plus, you also get to compete against lap times and challenges created by such great drivers as Rusty Wallace, Dale Earnhardt Jr., Mark Martin and Jeff Gordon. Of course, all this will complement the now-mandatory full season and single-race modes. Heat should drive true enthusiasts wild **this month**.









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Previewed Inside

Battle Hunter....................................80
Digimon Digital Card Battle...............79
Dragon Warrior VII...........................82
Final Fantasy Chronicles....................78
Hoshigami: Ruining Blue Earth...........79
Syphon Filter 3.................................80
Tiny Toons: Plucky's Big Adventure...80
Who Wants to Be a Millionaire 3.......80
World's Scariest Police Chases..........82
X-Men: Mutant Academy 2................82

Coming Soon

June		
Alone in the Dark: TNN	Infogrames	Adventure
Battle Hunter	Agetec/A1 Games	RPG
Digimon Digital Card Battle	Bandai	RPG
Dracula: The Resurrection	DreamCatcher	Adventure
In Cold Blood	DreamCatcher	Adventure
Motocross Mania	Take 2	Racing
Roswell Conspiracies	Red Storm	Action
Sea-Doo Hydrocross	Vatical	Racing
Sesame Street Sports	NewKidCo	Sports
Shooter: Space Shot	Agetec/A1 Games	Shooter
Time Crisis: Project Titan	Namco	Shooter
Tic Tak Chicken	Agetec/A1 Games	Puzzle
WDL: WarJetz	3DO	Action
World's Scariest Police Chases	Activision	Action
July		
Final Fantasy Chronicles	Square EA	RPG
Nicktoons Racing	Infogrames	Kart Racing
Saiyuki: The Journey West	Koei	Strategy
August		
Madden NFL 2002	EA Sports	Sports
Rescue Heroes: Molten Menace	TBA	Action
September		
Arc the Lad Collection	Working Designs	RPG
Digimon Grand Prix	Bandai	Kart Racing
Looney Tunes: Sheep Raider	Infogrames	Puzzle
NASCAR 2002	EA Sports	Racing
NASCAR Racers	Infogrames	Racing
Rayman Brain Games	Ubi Soft	Puzzle
Spider-Man 2—Enter: Electro	Activision	Action
Syphon Filter 3	Sony CEA	Action
Tiny Toons: Plucky's Big Adv.	Conspiracy	Adventure
V.I.P.	Ubi Soft	Action
X-Men: Mutant Academy 2	Activision	Fighting
Future Releases		
Arc the Lad Collection	Working Designs	RPG
Arthur's Quiz Show	The Learning Co.	Trivia
Barbie Explorer	Mattel	Edutainment
Black & White	Midas	Adventure
C-12	Sony CEA	Action
Cargo!	Infogrames	Action
Castlevania	Konami	Action
Dance Dance Revolution: Disney	Konami	Dancing
Disney's Atlantis	Sony CEA	Action
Dragon Warrior VII	Enix	RPG
Harry Potter & Sorcerer's Stone	EA Games	Action
Hidden & Dangerous	Take 2	Action
Hooters Road Trip	Ubi Soft	Racing
Hoshigami: Ruining Blue Earth	Atlus	Strategy
Inspector Gadget	Ubi Soft	Action
Jesse James Shootout	Ubi Soft	Shooter
Jumpstart Kindergarten	Knowledge Adv.	Edutainment
Obee: Tale of the Circus	Sound Source	Edutainment
Planet of the Apes	TBA	Adventure
Power Rangers Time Force	THQ	Action
Rocket Power	THQ	X-Sports
Tales of Destiny 2	Namco	RPG
Tennis	Agetec/A1 Games	Sports
Tony Hawk's Pro Skater 3	Activision	X-Sports
Twisted Metal Kids	Sony CEA	Action
Where/World/Carmen Sandiego?	The Learning Co.	Edutainment
You Don't Know Jack 6	Sierra	Trivia

Final Fantasy Chronicles

Two classics you don't have to download illegally anymore

Square aims to help alleviate the wait for Final Fantasy X this **July**, tiding RPG fans over with this compendium of two of its most highly regarded Super NES titles, Chrono Trigger (1995) and Final Fantasy IV (formerly Final Fantasy II in America, 1991). Better yet, each game comes updated with new full-motion video sequences and other subtle additions. It's the perfect opportunity for new-school RPGers to get a full appreciation of the genre's roots.

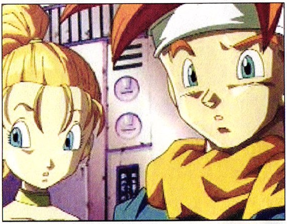
CHRONO TRIGGER

As the seemingly unlikely part of FFC (this is *Final Fantasy* Chronicles, after all) Chrono Trigger for PS one offers new features like anime cutscenes and the ability to unlock the entire soundtrack—plus a few other unannounced secrets. Perhaps most exciting, though, the cutscenes promise to bridge any gaps between the stories of CT and its megahit sequel, Chrono Cross.

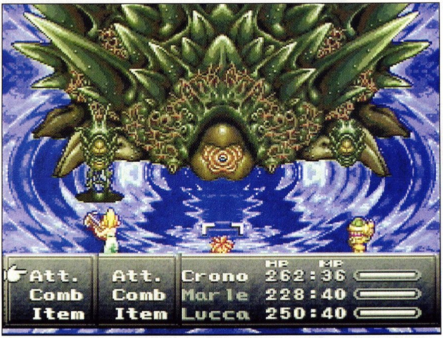
The game's classic story begins with a young woman named Marle, who, due to an accident at a science fair, gets transported 400 years before her time. Crono, a young boy, follows her through a temporal portal, whereupon he learns of his power to alter the future. In what evolves into Crono's quest to prevent a premature apocalypse, he assembles a motley crew of allies: a female scientist, a warrior frog, a queen in disguise, a robot, a cave woman and a sickle-wielding knight. Depending on the choices he makes, one of 12 endings awaits.

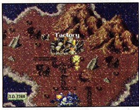
The mammoth world of Chrono Trigger includes six time periods ripe for exploration, each with weapons, magic and enemies unique to them. All characters learn special moves called "techs," and they can be partnered with other characters in the game for dual and triple techs. Through the use of this method, over 100 attack variations exist. Meanwhile, sidequests range from saving a forest to defeating a berserk computer in 2300 A.D.

Horrendous load times plague the half-finished previewable copy we played, but fortunately, Square plans to fix the problem.



I can't recall it all...
I was somewhere cold, dark...and lonely.





Deceased
Ozzie
HP
MP
Crono 197:28
Marle 181:32
Lucca 202:36

History Lesson

Aside from its superb story and gameplay, Chrono Trigger offers insight into much of Square's past. Many character names, weapons, items, music and sound effects that the company has been using for years originated in this classic RPG. A journey through this world reveals just how far ahead of its time Square really was—and what the future could bring. Though there's been no official announcement, another title in the series is likely.

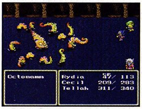
FINAL FANTASY IV

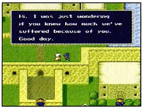
Final Fantasy IV tells the story of Cecil, a former Dark Knight and captain of the Red Wings of Baron, demoted to lowly foot-soldier status after defying his king. On a mission to deliver a curious ring to a nearby town, the ring explodes, killing all the inhabitants except a little girl. The event thrusts Cecil into an epic adventure full of the twists, turns, victories and defeats that gamers have come to expect.

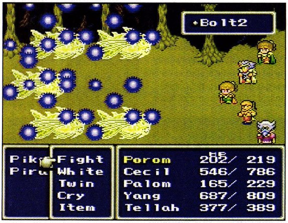
The deep, involved story to follow is what helped establish FFIV as the landmark RPG it is known as today. While past RPGs had characters rescuing the princess, slaying the dragon, then relaxing in the inn after a hard day's work, FFIV's characters question the motivations of themselves and others and struggle to overcome personal weaknesses. They love and they betray. Some unite to defeat enemies, while others cower in the face of adversity. It was this title that laid the groundwork for some of the best drama the RPG genre has seen, like Aeris' tragic death in Final Fantasy VII.

As if FFIV's deep story wasn't enough, the game also introduced the Active Time Battle system, which has gone on to become the single most influential development for RPGs. Before FFIV, gamers traded rounds with CPU villains, giving themselves unlimited time to plan and carry out their strategies. With ATB, however, everything changed. While players spent time agonizing over whether to cast Fire or Lightning, CPU characters were busy invoking spells of their own. Quick thinking and implementation became as much of a required skill as knowing an enemy's weakness.

This all remains intact for the PS one version—plus a little extra. Aside from new FMV sequences, players now have the option to "dash" instead of walk, as well as new secrets, abilities and spells to uncover. Two players can even participate in battles together. Perhaps most exciting, though, improved localization means that Square has restored elements of the plot that existed in the 1991 Japanese release yet were missing in America's Final Fantasy II on Super NES. Assuming they fix up the current playable version's problems (visual glitches, missing dialogue, and confusion over the naming of magic and gold), Final Fantasy Chronicles might prove worth picking up for the touched-up FFIV alone.

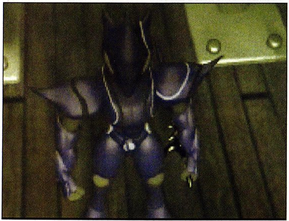


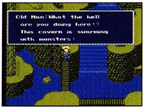

Hi. I was just wondering if you knew how much we've suffered because of you. Good day.



Deja Vú

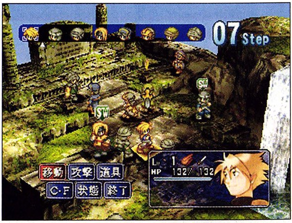
Those who have recently finished Final Fantasy IX will notice many similar themes in the series' fourth installment. A female summoner afraid of her power, black mages running amuck, and a prototype airship that needs completing are just some of the elements that designer Hironobu Sakaguchi borrowed from this title for his most recent creation—but after 10 years we're more than willing to overlook it. Hell, even Mozart stole from himself.

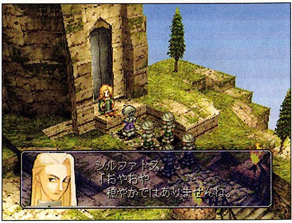


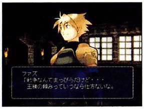

Old Man:What the hell are you doing here!? This cavern is swarming with monsters!

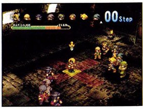
Hoshigami: Ruining Blue Earth

Fans of Final Fantasy Tactics have something to look forward to with this **fall** release from **Atlus**. Hoshigami appears to have a lot in common with Squaresoft's strategy/RPG classic, what with its sprite-based characters slogging it out in strategic battles on 3D playing fields. The game features more than 40 different nonlinear missions, along with some fresh gameplay mechanics, including the ability to customize your characters and create your own combo attacks.



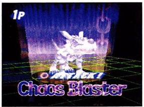

シルファトス
「おやおや
穏やかではありませんね。

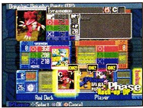

ファズ
「戦争なんてまっぴらだけど・・・
王様の頼みっていうなら仕方ないな。



Digimon Digital Card Battle

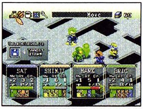
This month, **Bandai**'s Digimon Digital Card Battle takes you where you've always wanted to go—the legendary city of Digi-land. When you're there, you and a fellow Digi-enthusiast can choose from three decks—Veemon (offensive), Armadillomon (surprise attacks) or Hawkmon (quick digivolving)—in a series of heated card battles. Use your cards wisely to build up your Digimon, including 40 new characters. Use power-up cards and rare cards to deal huge blows.

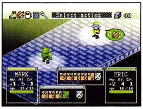




Battle Hunter

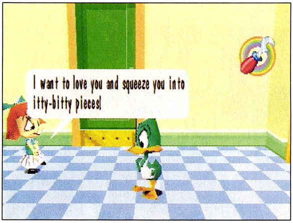
Agetec's $10 line of **A1 Games** titles takes the multiplayer simulation RPG route **this month**, with the release of Battle Hunter. As a post-World War III mercenary known as a Hunter, you and as many as three friends compete to find valuable relics of the pre-war era. Be the first to collect the booty and prepare for ambush from the competition; or, do the ambushing yourself if someone beats you to the punch. And don't forget about the mutants out to rip into your flesh!


Move
SAT
SHINJI
MARK
ERIC

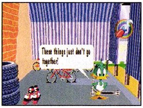

Select action
MARK
ERIC

Tiny Toons: Plucky's Big Adv.

Ah yes, the age-old problem for just about any kid: It's time for school and you've forgotten to do your homework. Such is the dilemma facing Plucky Duck in **Conspiracy**'s new PS one game. Luckily, along with the help of Buster, Babs and Hamlet, Plucky's devised a plan to search ACME Looniversity and create a time machine (out of a little red bike of all things) to go back in time to fulfill his scholastic responsibility. You can turn back the clock with Plucky this **summer**.

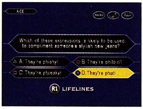

I want to love you and squeeze you into itty-bitty pieces!

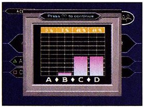
Forget it pal! You're barking up the wrong tree.


These things just don't go together!

Who Wants to Be a Millionaire 3rd Edition

Take last year's edition of **Sony CEA**'s Who Wants to Be a Millionaire, throw in 700 new questions and a different Ask the Audience lifeline graphic, and you've essentially got the gist of Millionaire 3rd Edition. We can only hope that **ImageBuilder** develops a way for the questions not to repeat after just a few games this time. See for yourself **now**.


ACE
Which of these expressions is likely to be used to compliment someone's stylish new jeans?
A They're phishy!
B They're philbin'!
C They're phreaky!
D They're phat!
R1 LIFELINES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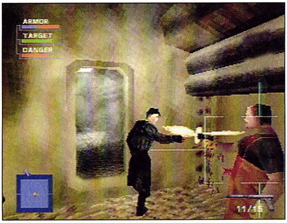
Syphon Filter 3

You thought it'd be for PS2, didn't you?

Relax, PS one owners. **Sony CEA** hasn't forgotten those of you who haven't had the chance to upgrade to PS2 yet. If you were skeptical as to the likelihood of any major sequels headed to PS one, Syphon Filter 3 (thus far, exclusive to the system) should help to quell any doubts this **September**.

SF3's story picks up where the last one left off, as Gabe Logan and Lian Xing stand before the Senate on trial for crimes they did not commit. In order to clear their names, the duo must join forces with other agents (playable at certain points in the game, themselves) to take on top intelligence officers and terrorists behind the Syphon Filter virus. Their two-disc adventure spans the entire globe through 18 trying missions, requiring 25 hours of gameplay to master.

But the main quest isn't the only place to strafe, climb, crouch and run your way through what the game has to offer. SF3's enhanced two-player mode, for example, throws a variety of obstacles in your way as you pursue a friend in a head-to-head battle. Also, mini-game arenas offer a good place to train for the real deal, with randomly generated enemies who make each level different every time you play. Practice within the confines timed, stealth, assassin and cover-fire arenas.


ARMOR
TARGET
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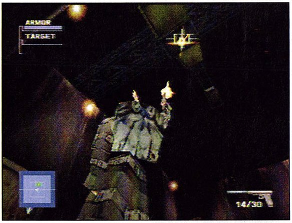
Fire At Will

Like any good game of its type, Syphon Filter 3 arms you to the teeth with a myriad of weapons from which to choose. New additions to this episode in the SF series include proximity mines and previously unseen types of rifles. Meanwhile, old favorites return, such as other rifle types (including night vision), tear gas weapons, pistols, shotguns, grenades, silenced weapons, and, of course, the good ol' taser.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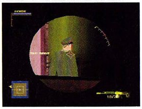

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Of course, Maximum Remix is still the only game to feature 10-time World Champion Dave Mirra plus 9 other top pros. And as a special thanks to all of you who bought the original Mirra BMX for the PlayStation® game console, you'll get $15 back when you trade it in for Maximum Remix. You can't ask for more than that.

PlayStation

EVERYONE
E
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Mild Lyrics
Mild Violence

Developed by
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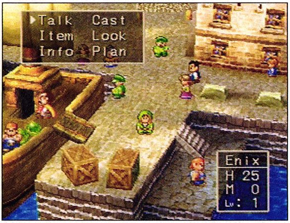
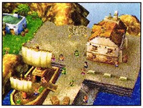
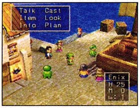
Dragon Warrior VII

We may have told you about it back in January, but **Enix** didn't make it official until recently: Dragon Warrior VII, the best-selling Japanese PlayStation game *ever* (known as Dragon Quest VII there), is coming to America **later this year**. This old-school RPG—plentiful random battles and all—immerses you into a fully rotatable 3D world, introducing you to hundreds of characters who speak a mind-blowing 17,000 pages of dialogue total. Count on more details very soon.

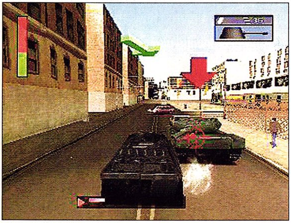


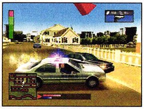


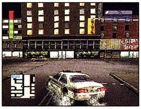


World's Scariest Police Chases

Now that **Activision** has attained the publishing rights to World's Scariest Police Chases, the much-delayed title should finally hit stores **this month**. Based on the action-packed Fox television show consisting of real-life criminal pursuits, the game places you behind the wheel of 13 different cop cars as you chase crooks through 53 square miles of city. It's sort of like Driver, only you play the cops—and the criminals you pursue drive anything from buses to tanks.



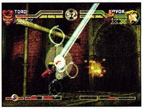


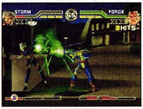


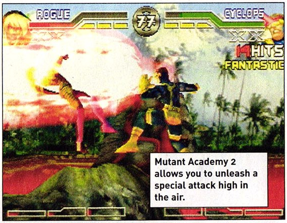
X-Men: Mutant Academy 2

This one doesn't totally blow

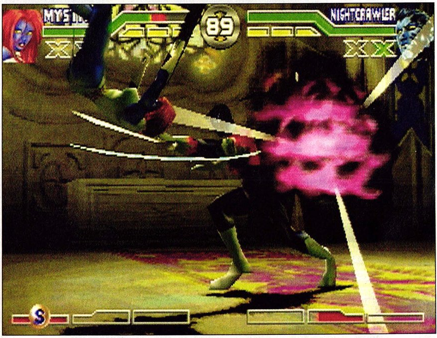
When it comes to certain aspects of **Activision**'s original X-Men: Mutant Academy—especially its soundtrack and CG sequences—producer Christian Astillero is frank: They "totally blew," he says. But that shouldn't be the case for **September**'s sequel. "We made a lot of vast improvements to this game," he says. After reading all of the mostly mediocre reviews, the **Paradox** crew decided to improve upon every single little thing. Bad soundtrack? It's nothing industrial/techno band Contagion's Keith Arem can't rectify. Lousy CG? How about making things better with a new "airbrushed comic look" similar to cel-shading, as inspired by X-Men artist Joe Madureira? But let's not forget actual gameplay. For one thing, the aerial combat promised (but not delivered) for the first one should finally show up, as will a looser control scheme making for an easier execution of moves. Six new characters join the original 10 (see sidebar), along with six new arenas. We'll even see more costumes and other cool unlockables.

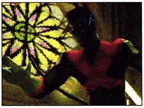






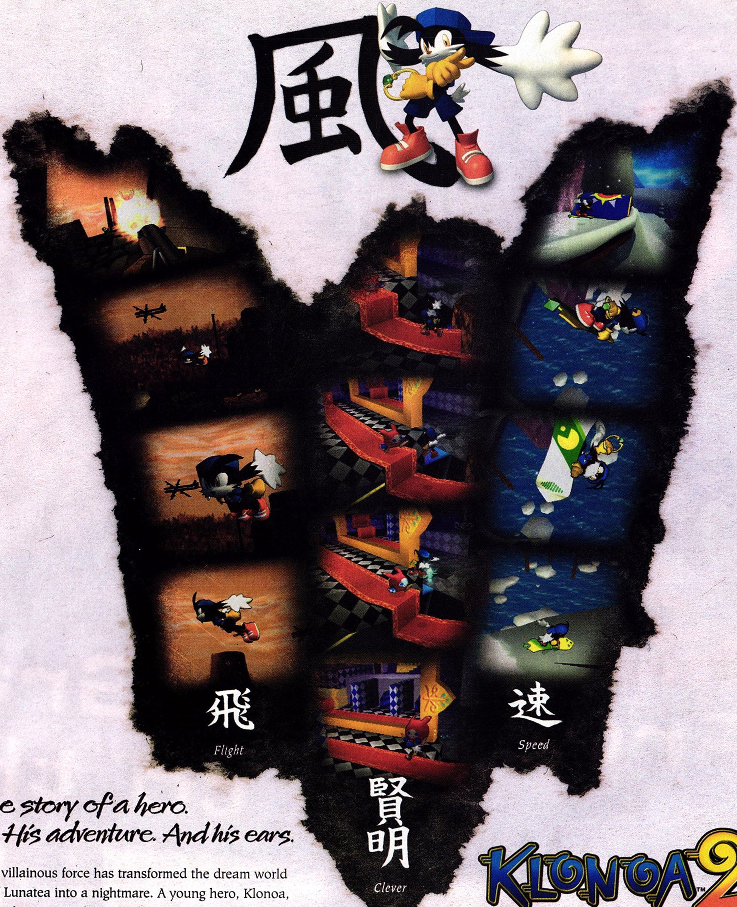
Mutant Academy 2 allows you to unleash a special attack high in the air.





Nightcrawler

Though a major player in early X-Men action games, Nightcrawler seemed all but forgotten once fighting titles starring Marvel's mighty mutants became the rage. Fortunately, the exclusion ends with Mutant Academy 2, as fans of the blue-skinned Kurt Wagner have the ability to teleport and sword-wield to their heart's content. Other newbies include Rogue, Havoc, Forge and two undisclosed mutants.



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His adventure. And his ears.

A villainous force has transformed the dream world of Lunatea into a nightmare. A young hero, Klonoa, has been given the task of rescuing this once enchanted land. A daunting mission, to be sure. But with ears to ride the wind, and a magic ring to control his foes, this hero's victory cry will surely be heard.

KLONOA™ 2
Lunatea's Veil

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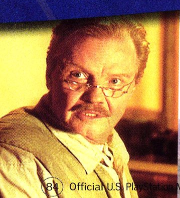
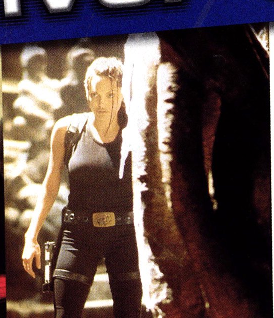


Tomb Raider movie photos courtesy of Paramount

Box
Silver Screen

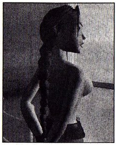


Digital diva Lara Croft comes to life in a stunning new movie. We've got all the behind-the-scenes details on the film, the character, the games, the models and just about everything else Tomb Raider.

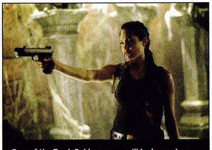
by GARY STEINMAN and JOHN DAVISON

> "I was naked in the shower. But I don't think you can see very much."

When Angelina Jolie was first approached about filling the sizable role of Lara Croft in *Tomb Raider*, the Oscar-winning actress was reluctant. "I really thought it was going to be a bad idea," she says. But really now—can you blame her? After all, there was no solid script at the time, the film had gone through a revolving door of writers, directors and rumored actresses to play the lead role, and—perhaps of most concern—film treatments of video games are notorious for faring poorly among critics and moviegoers alike.



There is no Nude Raider code. There's a GameShark code that changes the color of all Lara's clothes to fleshy pink—but there's nothing that really strips her bare. So stop asking.



Fans of the Tomb Raider games will be happy to see many of Lara's trademark moves well-represented in the movie.

And yet unlike so many other adaptations before—from *Super Mario Bros.* to *Street Fighter* to *Mortal Kombat*—the Tomb Raider franchise was just begging to be made into a major motion picture. The moment the first game was released in 1996, Lara Croft became a pop-culture phenomenon, gracing magazine covers, spawning all kinds of merchandise, inspiring various books, and expanding the scope of gaming to include whole new audiences. And while Croft is much more than just a "female Indiana Jones," that comparison alone was enough to raise the eyebrows of many a Hollywood producer.

Even as far back as late 1997, when we spoke with Adrian Smith, director of operations at Core Design and executive producer of the Tomb Raider series, Smith readily conceded that Core's creation has tons of big-screen potential. At the time no firm movie announcements had yet been made, so we asked him about the possibility. "Well, there's a lot of interest at the moment, as you'd expect," he said. "Everyone's looking for a female action star now. It's the 'in thing' at the moment. Hollywood sees Lara as a potential."

Still, even then, Smith knew the pitfalls of bringing his virtual heroine to the silver screen. "If we sign Lara for, I don't know, 20, 30, 40 million dollars—what happens if Hollywood gets their hands on it and completely messes it up? The whole franchise is screwed then, isn't it?"

Smith can breathe a deep sigh of relief, as it looks like his fears won't be realized. With a big budget, big star, big director and plenty of buzz surrounding *Tomb Raider*, the franchise should not only come away from this film unharmed, but it's popularity may even explode to greater levels.

Of course, it didn't always look that good for the film. Paramount Pictures secured the rights to Tomb Raider in early 1998, and shortly afterward started a painful process of flailing about trying to find the right script, cast and director for the film. Rumors about a completed script—a horrible, embarrassing travesty of a script—began to circulate. Reportedly penned by Brent Friedman (*Mortal Kombat: Annihilation*), the draft "is pretty wretched," wrote an Ain't It Cool News (www.aintitcool.com) contributor named "Agent 4125" who somehow got hold of the script. "I'm sorry to report that the content is every bit as old and dusty as the ancient artifacts that Lara pursues in her gaming adventures," he claimed. "Obviously it's hard to make this kind of stuff not look like an Indiana Jones rip-off, but Friedman doesn't even seem to be trying....This really is a bad script. The character of Lara is just wrong, wrong, wrong."

Some seven months later, in April 1999, *Variety* reported that Steven de Souza (*Judge Dredd, Die Hard*) was working on a separate script, and that Stephen Herek (*Holy Man*) was in the process of signing on to helm the picture. Not very auspicious signs, according to some industry watchers—especially considering that *Tomb Raider* was slated to release later that year.

Meanwhile, the casting rumors continued to circulate. Two of the early names thrown around were Sandra Bullock and Elizabeth Hurley—both of whom Core's Smith mentioned to us as possibilities when we spoke with him back in 1997. "I think Sandra Bullock is my favorite for it at the moment," Smith said. "People have mentioned Liz Hurley—but no one's talked to these women. No one knows if they're interested or not." Other reported contenders included Jennifer Connelly, Catherine Zeta-Jones, Heather Graham, Demi Moore, Ashley Judd and Anna Nicole Smith. At one point, there were even rumors suggesting Sharon Stone would take the role of the movie's villain.

Fast forward to December 1999, and things finally start to turn around for the production. Simon West, the director of action blockbusters like *Con Air* and *The General's Daughter*, took over the director spot. Jolie signed on soon afterward, thanks in no small part to West's involvement. "Simon has an amazing imagination. I didn't want to do this film until I met Simon," Jolie told us. "And then I met him and he talked to me about how he saw her. He really brought in all the magical elements of this film, and really made it a puzzle, and has built these sets and put these ideas in the film that are so beyond anything I could have ever imagined. He's just really created a world."

> "She's *Lady* Lara Croft, and I had very little practice being a lady."

"He usually does certain action movies," Jolie continues. "Things I had seen him do—*Con Air* and *General's Daughter*—were almost very masculine. Which I thought was great, because I thought he was a man who would understand women, and see Lara as sexy, but also want her to fight like a man, want to have the explosions huge, have her hanging off a cliff, and have her really getting in there. It wasn't going to be campy or cute, just because she's a girl—it had nothing to do with that. It was her as a warrior in this magic world. He's tested me."

The fact that Jolie rated so highly among fans as a top pick to play Lara Croft also helped. "I read that before I accepted the role," Jolie says about the fan response. "I wouldn't have accepted it if it had been otherwise."

So West (along with the fans) inspired Jolie to take on the role of Lara Croft, but what convinced West this was a worthy project? Just what about Tomb Raider intrigued the director? "Two things," West says. "It's the character herself. There's not many, if any, female action-adventure heroines since *Alien*. So that's very rare. And the world intrigued me. Because there's such a great fantasy element, but it's mixed with the real world, and the two things cross over. I just knew that I'd be able to really flex my imagination muscles. Instead of shooting a story and trying to make everything as real as possible, it's going to be a fantasy world and making people believe that *that's* the reality."

But even with the major talent now on board, there was still a lot of work to do—starting with the script, which West took upon himself to completely rewrite. "I read the old drafts that had been around, and I didn't take to them," West says. "I think they were very predictable, what everyone would expect. So I basically started from scratch, and looked around for a story to base it on." West scoured all kinds of source materials for inspiration, from *National Geographic* to documentary films to books on tombs and sacred sites. While doing so, he stumbled on to a small article in *New Scientist* about the planets lining up during the following summer. "I started to build a story around that planetary alignment because it's the perfect ticking clock," West explains. Next, West sought out an object that would be the focus of Lara's quest. Once he settled on that, he decided to add an emotional hook to the story. "Why would the thing be important to her?" West asks. "Because it's got something to do with her father—that her father went missing when she was a child. So there's a whole emotional child-abandonment theme in there as well."

What West ended up with is an elaborate tale full of mythological resonance. The Illuminati is searching for the pieces of a mystical triangle crafted centuries ago by the People of the Light. If they can find the pieces in time for the planetary alignment, they'll gain control of an enormous power. Enter Lara Croft, who's also on the trail for her own reasons. Their journeys take them around the globe, from chilly Iceland to the temples at Angkor Wat in Cambodia (which marks the first time any Western film has shot there since *Lord Jim* in 1964). Diversity of locations was a key concern for West. "I wanted to put in settings that you hadn't seen before," the director says. "I didn't want to go to Egypt—with all the pyramids and the sand—because that's something like what all these films are."

The production also features some truly elaborate sets. Much of the filming took place at Pinewood Studios outside of London, on the massive 007 stage (the largest sound stage in Europe). "You have the biggest stage in Europe right here, and we filled it," boasts production designer Kirk Petruccelli (*The Patriot*, *Mystery Men*). We were quite impressed by the scope of these sets when we stopped by the studio a few months back—especially the grand Chamber of Dancing Light and the massive tomb interior. But the sets aren't just for show. "If you follow the lead of the game, there's magnificent layers and strategies and places, and you go through and it's a constant journey through the set," Petruccelli explains. "Lara has to be able to climb, jump, leap, swing and do all these different things."

To prepare for such a physically demanding role, Jolie had to go through months of training to get into proper shape. "I spent about two and a half

Despite everyone fawning over Angelina Jolie and saying how suitable she is for the role, Sandra Bullock was an early favorite for the part both in Hollywood circles, and at Core Design and Eidos.

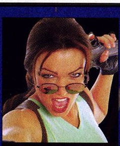
PLAYSTATION
TOMB RAIDER

Lara has been featured on an energy drink in the U.K. (Lucozade) and, for a while, even had a pizza named after her. Now that the movie is out you'll see her at Taco Bell, on Pepsi cans and bottles, and on promotional material for Ericsson phones.

Lara was born in Wimbledon in the U.K. (where the tennis tournament is) on Feb. 14, 1965. Valentine's day. Isn't that sweet? Angelina Jolie was born June 4, 1975, in Los Angeles.

VIRTUAL VIXENS

Rhona Mitra



Nell McAndrew

Lara Weller

Lucy Clarkson

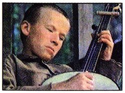
Before **Angelina Jolie** landed the Lara Croft gig, a number of models donned the tight blue top, tiny shorts and big guns to help promote the franchise. First up was **Rhona Mitra**, who has since launched herself into a successful acting career, appearing in *Hollow Man* with Kevin Bacon (she was the girl next door he had his eye on) and then moving to a regular spot on *Gideon's Crossing* on ABC.

Next, we were treated to **Nell McAndrew**, a successful model whom you may have seen in mags like *Maxim* or *FHM*, as well as in some Jockey underwear ads. McAndrew was a big fan of playing Lara. "Being Lara makes me feel powerful and confident, and the reaction I've had from people so far makes me feel really popular, even loved! It's a real pleasure to meet all the fans who support Lara—they're so dedicated to her."

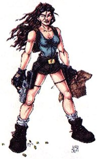
Following McAndrew was the appropriately named **Lara Weller**, a relatively unknown model in the U.K. who proved very popular. "In general I do seem to get most of my work from lingerie and swimwear," she says of subsequent jobs. Given her 34c/24/34 figure, it's easy to understand why.

Finally, **Lucy Clarkson** packed herself into the outfit—although she says that the toughest thing about playing the part was "squeezing into my rubber second skin. When I first tried it on, it was almost impossible, but now having had plenty of practice you get kind of used to it." She claims to have been asked out on lots of dates as a result of her Lara work. "I have them lining up at the front door asking to see me, for my autograph, it's like being famous. But it's not that exciting for me, as they are mostly between the ages of 8 and 10."

Angelina Jolie



Lara's favorite movie is *Deliverance* (above). Angelina Jolie's favorite movie starring her father (John Voight) is *Anaconda. Anaconda* is terrible.



Ex-Core Design employee and lead designer on the original game, Toby Gard designed Lara Croft. She was originally supposed to be a man. When changed to a woman, her character profile described her as being "psychotic."

months doing everything from basic strength training and gymnastics to kickboxing, weapons training, bungee ballet, every day—it was just insane," Jolie says. "My diet changed. It's a really disgusting diet, actually. It's lots of proteins and sardines. I couldn't smoke anymore or drink wine, anything. I had to live on a schedule. It took a long time to train for all the stunts, and that was the harder part of it. Once I was skilled in them, during the filming, it was just maintaining the strength to do it and the ability to every day have the same energy to do things."

All that hard work must have paid off, though, as everyone Jolie worked with simply gushed about her abilities. "It's the first time in my life I asked someone to do something and it happens straight away, take one," says stunt coordinator Simon Crane (*Saving Private Ryan*, *Titanic*). Even when scenes called for stunt doubles, Jolie still wanted to do the heavy work. "She basically wanted to get involved with everything," Crane says. "So we put her in every single piece." Even veteran special-effects supervisor Chris Corbould (*The World Is Not Enough*, *The Mummy*) had high praise. "Angelina's great—she's such a gutsy lady. She makes our stuff look good."

Still, as much as she prepared, Jolie didn't walk away from the set without a few bumps and bruises. "There were lots of different injuries," Jolie says. "I have a little burn mark on my leg from standing on the chandelier and standing too close to a bulb. I have marks still from my harness in the bungee ballet. I ended up tearing some ligaments in my ankle. I had to use a cane and we stopped for a few days until I could walk normally."

Stunts are one thing. What about the really tough part—bringing to life a virtual icon? Was this a difficult task? A departure for the award-winning actress? "It's funny," Jolie says. "I thought it was really, really far from what I'm used to. But it's not. The essence of her is very similar to all the other characters I've played—the essence of somebody who's kind of alone, is focused on justice or setting things right, is kind of a little insane. She's quite bold in many different ways. She doesn't actually do many things, but is very sexual and is very free—really focused on freedom. So there are certain themes that I generally like in people that she has.

"But it's actually one of the hardest things that I've ever done because she's not brooding and moody and in herself like normal characters are. She has to be really clear. And that's the difference. She's almost beyond human. She's overly capable of things. And I don't feel every morning that I am. So I have to get into that somehow—smack myself into trying to take on the world, which she does everyday. It's a bit bizarre. It's harder to stay in a positive, healthy, clear, brave state of mind all the time. Sometimes it's easier to go into yourself and get dark—which is what I'm used to."

After spending some time with the role, Jolie found she shares some important qualities with Lara Croft. "I'm ridiculously brave to a fault," Jolie says. "I'd like to think that she fights for the right things and doesn't like injustice. She's a good friend, she cares, and she would stand up for somebody if they were put in a spot. I like that. I'd like to think that I'm like her, but I'm not really sure."

While Jolie may have a few lingering doubts about how closely she resembles Lara Croft, others are a lot more certain about the similarities. "There are many analogous things about her personality with the character of Lara," claims producer Lloyd Levin (*Boogie Nights*). West is even more emphatic about the similarities. "She is Lara Croft. There's very little difference between the two of them. We don't even discuss what Lara would do anymore," West told us while he was still working on the film, "because she is Lara Croft, and she knows exactly what she would say or do in any situation."

In fact, West is so pleased with the casting choice that he no longer feels anyone else would be suitable for the role. "She's the only person I ever thought could pull it off," he says. "Unlike a character out of a book, or that's been plucked out of nowhere, anybody who knows of Lara has a very strong impression of what she looks like. Because that's part of her whole personality—that she's a gorgeous, voluptuous, ideal woman. I wasn't going to go against that. But I also wanted to have an intelligent, attractive woman through her personality as well as what she looked like. Angelina also has a

> **"If the game didn't exist, and someone had thought up this great character Lara Croft who does this stuff, it would still make a great film."**

MOVIES & GAMES: A TURBULENT RELATIONSHIP

TRON (1982)
The first major crossover, featuring, among many other things, the famous lightcycles. And Jeff Bridges.
Score: ●●●●

WARGAMES (1983)
Computer geek Matthew Broderick saves the world with Tic Tac Toe, kisses Ally Sheedy, and ponders the horror of nuclear annihilation.
Score: ●●●●

SUPER MARIO BROS. (1993)
Simply horrible interpretation of the game, featuring Bob Hoskins, John Leguizamo, Dennis Hopper and a bunch of creatures that look nothing like anything from the game.
Score: ●

DOUBLE DRAGON (1993)
Shockingly bad adaptation of the game featuring lots of people you've never heard of, along with Robert Patrick (*X-Files, Terminator 2*) and Alyssa Milano.
Score: ◖

STREET FIGHTER (1994)
Some unusual casting choices (Raul Julia, anyone?) accompanied the appalling performance of Jean-Claude Van Damme. There was some fighting in it, and some bad effects. Please make it go away.
Score: ●

From top to bottom: Pokémon the Movie 2000, Tron and Double Dragon

STREET FIGHTER II: THE ANIMATED MOVIE (1995)
Perfectly capturing the spirit of the game, the animated movie helps illustrate why the Japanese are so much better at this kind of thing.
Score: ●●●●●

MORTAL KOMBAT: THE MOVIE (1995)
Directed by Paul Anderson, some argue that this is "very true" to the game. That doesn't mean it's not awful at times. The fighting is spectacular though—and Christopher Lambert's presence as Raiden adds a nice serving of cheese.
Score: ●●●

MORTAL KOMBAT 2: ANNIHILATION (1997)
Apparently the first one wasn't enough. Paul Anderson didn't come back to help direct things, and the cast is mostly different.
Score: ●

WING COMMANDER (1999)
The big space battles from the game were represented with some excellent effects, but the desire to turn this into a "teen" movie led to disastrous results.
Score: ●●

POKÉMON: THE FIRST MOVIE—MEWTOO STRIKES BACK (1999)
Apparently, no one over the age of eight is able to comprehend what the hell is going on in most Pokémon shows or movies.
Score: ●●●

POKÉMON THE MOVIE 2000 (2000)
Widely regarded as being better than the first one. Still incomprehensible to the majority of "normal" people (boy, we're going to get some flack over this).
Score: ●●●◖

POKÉMON 3: THE MOVIE (2001)
Many claim that this is a lot better than you'd expect it to be. There's more of a sense of adventure and some interesting new characters. Still weirder than a weird thing on weirdy drugs, though.
Score: ●●●●

TOMB RAIDER (2001)
Apparently there's a movie based on Tomb Raider coming to theaters any day now. We know very little about it.

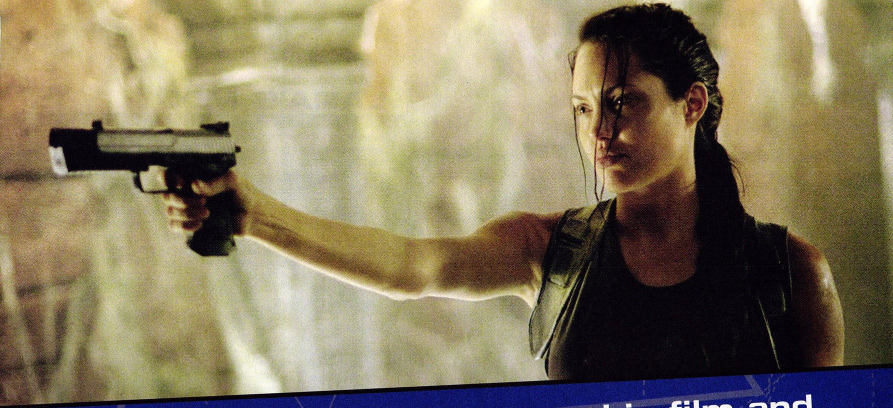
FINAL FANTASY: THE SPIRITS WITHIN (2001)
Out next month—and the subject of an extensive feature next issue. You have to see this thing to believe it. The visuals are so good you'll soil yourself.

RESIDENT EVIL (2001)
Out this Halloween, starring Milla Jovovich and directed by *Mortal Kombat* helmer Paul Anderson. The plot appears to have very little to do with the games aside from the presence of zombies.

TRON 2.0 (2002)
If you believe the rumors, the unexpected sequel (Disney used to have a policy of no sequels, don't you know) deals with the digitization of civilization. Jeff Bridges may return.

NIGHTMARE CREATURES (2002)
Kalisto's not particularly wonderful game was snapped up by fellow Frenchmen at Canal Studios. Apparently the guy behind Disney's *Dinosaur* is working on it too. Expect lots of CG effects.

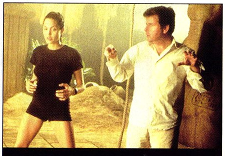
AMERICAN MCGEE'S ALICE (2003)
Wes Craven picked up the rights to EA's PC game the week before it was released (apparently it's not being ported to PS2 anymore...shame).



> “I'd like the audience to see this film and leave it wanting to go explore.”

slight dark side. I didn't want this whiter-than-white character."

"In some of the early drafts it made me laugh," West continues. "They had to work out why she did some of the stuff—well, she stole the thing to sell for the children's orphanage. It was just so squeaky clean. I don't think that's Lara Croft—and Angelina's not into that either. Her morals are definitely not whiter than white. She doesn't do it for the money, but she definitely does it for the adrenaline and the danger—that's what she's addicted to. She certainly doesn't do this for charity or for the children's eye hospital. Angelina fits that perfectly, she is that combination. She's unbelievably beautiful, but also one of the world's greatest actresses, without exception. It's an unbelievable combination. I probably wouldn't have made the film if Angelina hadn't wanted to do it, because I couldn't think of a single person who could do it."



Both director Simon West (right) and Angelina Jolie claim they wouldn't have accepted this project if the other person wasn't involved.

Along with Jolie, *Tomb Raider* features a cast of British actors you probably haven't heard of. Taking the role of the lead baddie Manfred Powell is stage and screen actor Iain Glenn, best known these days for his recent stint opposite Nicole Kidman in the play *The Blue Room*. (For those not up on their theater, that was the one in which Kidman was completely naked on stage.) Another notable actor is Chris Barrie, well-known for his role in the cult classic British television series *Red Dwarf*; he plays Lara's butler Hillary.

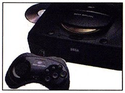
Then, of course, there's Jon Voight, Jolie's real-life dad who also plays her father in the movie. Casting Voight was quite a coup for West, who's a big fan of the legendary actor's work. Still, West knew that it could be difficult pairing father and daughter to play those roles on screen. "When I was looking for someone to play her father, I wasn't sure whether he'd be into it, or she would be into it, because it can be weird," West says."You never know how you deal with your own parents—whether you actually want to go to work with them. To spend big emotional scenes with them may be hard. But when I tentatively suggested it to both of them, they loved it, and they jumped at the chance. And it made a real difference, because there's a certain reality about it."

That reality really comes through on screen, according to West. "On an emotional level, the scenes are just so much more real because they're dealing with the same issues they probably dealt with their whole lives," he says. "There's a much bigger reality about it, which in a genre film people don't expect. They expect it's all cartoon characters, superficial, and then you have these great scenes in it where you're welling up and choking up with the emotion in it. You're really ready for the action after that. You've earned it."

For Jolie, the experience of working with her father was nothing short of "amazing." And yet, the actress also struggled with the decision. "The relationship is not far from my relationship with my father," she explains. "So it was a really difficult decision to make that we would do this together. But somehow it was perfect. She follows in his footsteps, and they come to terms with many things. So to be able to do that with your parent is amazing. And then you do it, and you're both in costumes, and you both have accents, and you're both in the middle of a tent in the middle of nowhere. And I looked over at my father in this tent in this adventure gear with this English accent and just thought, 'How odd.' We both look insane."

Speaking of which, that accent was one of the biggest concerns for both Tomb Raider fans and Jolie alike. Could the American actress pull off an upper-crust British accent? More important, could the notoriously wild star tone it down enough to capture Lara Croft's more-reserved Britishness? Jolie acknowledges these concerns. "She's *Lady* Lara Croft, and I had very little practice being a lady," Jolie says. Still, Jolie was unfazed. "She's raised a certain way, she's had a certain breeding," Jolie explains. "But I didn't want her to be that unapproachable, snobbish aristocrat. So we had to take pieces of that accent and just make her British. It's funny, because it's an accent that you wouldn't really put in an action movie—even though Bond has it. Somehow I seem very much like a lady and yet I'm really crass and really violent, but I'm drinking tea."

So she's got the accent and character down. Fine. But how well does the movie really reflect the beloved game franchise? Does it take too many liberties? Or is it a faithful adaptation? For producer Levin, who was a big fan of the games long before he started on the film, it was very important to take the franchise seriously, but at the same time to never lose sight that the real goal is to produce a quality *movie*. "There might have been a version of this that would have been exploitation of the game and the popularity of the game," Levin says. "But the challenge is to make it a 'real movie' movie. And that goes back to the casting of Angelina as Lara Croft. That sets the bar really high. You have to create a movie that justifies the casting of the



Although recognized as a PlayStation franchise, Tomb Raider appeared first on the Sega Saturn.

TIME
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100
PERFECT PRESENTS
COMPUTERS
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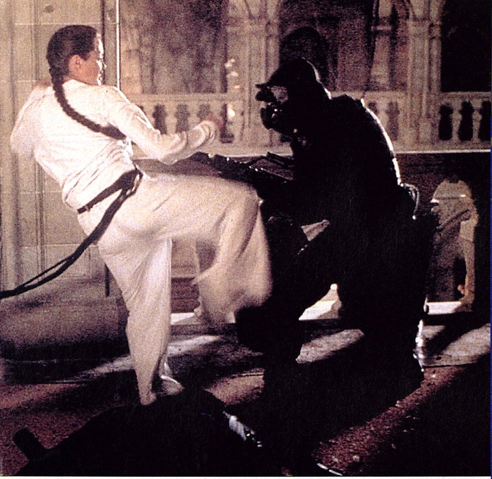
AND MORE...
HOT STUFF

Lara Croft has been featured on more than 200 magazine covers worldwide.

Lara's favorite food is baked beans on toast.



caliber of actor that she is." Levin's goal was to offer gamers something familiar yet new. "If the story is extended a little bit, the game fans—of which there are many—get to participate in something that's fresh as well. So it doesn't feel like they've seen it before."

Unlike Levin, both West and Jolie were fairly unfamiliar with the games prior to the film. Neither of them played the games before beginning work on *Tomb Raider*, and even now they don't consider themselves very experienced. ("I'm terrible at the game!" Jolie laughs. "I kill her constantly.") Still, West isn't worried about that. "I'm a storyteller," West says. "I want to tell the best story. The fact that it's based on a game is a bonus, but it's not the main criteria. If the game didn't exist, and someone had thought up this great character Lara Croft who does this stuff, it would still make a great film. They're two separate things, the game and the film."

Yet West realizes how important it is to keep the gamers happy. "There are some resonance things," West notes. "I purposely put things into it. If you are a gamer, and you watch the film she will do something, very sporadically. It's just a wink to people who know the game every now and again." Among those winks are some of Lara's trademark moves. "We've got some gun-spinning, gun-twirling, and it's just the way she moves," says Crane. "Sometimes we looked at the game and then took it, say, one step further. But we're not making a copy of the game."

Even the iconic costume that covers Lara's legendary figure isn't sacrosanct. You'll notice that the familiar rubbery blue shirt is nowhere to be seen. According to Lindy Hemming, an Oscar-winning costume designer, there's no place for that outfit in the film. "If you read the script—the way it describes her life, that she goes to Christies or Sotheby's, or an equivalent—it didn't give her opportunities to look like Mad Max," Hemming says. Still, the most important detail was retained. "Her silhouette is almost exactly the silhouette that everybody's expecting," Hemming says. And most important, the movie doesn't skimp on sexy, with scenes showing Jolie in silky men's pajamas, midriff exposed, and at other times in nothing more than a towel. And in what's sure to be a crowd pleaser, there's even a shower scene. "I was naked in the shower," Jolie says. "But I don't think you can see very much. I think it's steamy and the towel's dropped at just the right moment."

For Jolie, playing Lara Croft has been much more than just another role. The actress claims she's grown a lot thanks to this job. She's experienced spiritual moments with the monks in Cambodia. She's challenged herself physically. She's expanded herself as an actress. She's learning to deal with a whole new level of celebrity. And she's even come away from the experience as a "stronger person."

It's precisely that kind of life-changing experience that Jolie wants to share with moviegoers. "I'd like the audience to see this film and leave it wanting to go explore other places in the world and wanting to have an adventure," she says. "That's what it's made me do—it's made me excited about just realizing there's so many amazing things to see. Life can be really mundane, we get wrapped up in small things. And we can just, if we want to, get on a plane tonight and go somewhere we've never been, go backpacking somewhere, meet some people from another place. We forget that sometimes. And I think it's important not to."

For someone who initially wasn't interested in doing this film, Jolie is now quite enthusiastic about *Tomb Raider*. So much so, in fact, that she's eager to start on the next chapter. "I can't wait to do a sequel," Jolie gushes. "I'm really hoping everything goes OK, because I hope to do many more of them—and I'm signed to do more, so if they want me, they've got me. I'd be curious to see where Lara goes in the next one, and I want to be there for her when she does."

LARA'S MIX

She may be a woman of wealth and taste, but it seems that Lara Croft likes to get down with her bad self as well. Below, a look at the tunes from the *Tomb Raider* soundtrack. Unlike many soundtracks, this features not only exclusive mixes of previously released tunes, but also completely new tracks from some artists.

U2: "ELEVATION (TOMB RAIDER MIX)"

Since Lara made an appearance during U2's Popmart tour, it seems only fair that the Irish lads would pay her back with this contribution to her soundtrack. As the album's first single, this remix of a tune from "All That You Can't Leave Behind" will have Lara rescuing The Edge in the music video.

NINE INCH NAILS: "DEEP"

Another exclusive, this is the first new n.i.n. tune since 1999's *the fragile*. But it won't be the last new music we hear from them, as n.i.n. mastermind Trent Reznor—who previously created the music and sound effects for Quake—is currently assembling a live album and DVD for release later this year.

THE CHEMICAL BROTHERS: "GALAXY BOUNCE"

Funk soul brothers of the highest order, this obviously tech-friendly duo (who are neither chemicals nor relatives) have stepped out from behind their turntables long enough to loan Lara this new tune, which will probably be used in her big dance number. Or maybe not.

MISSY "MISDEMEANOR" ELLIOTT WITH NELLY FURTADO: "GET UR FREAK ON"

Though she's always so busy you'd think she has no time to play video games, Missy apparently loves Lara enough to contribute this exclusive remix, which adds chanteuse-of-the-moment Nelly Furtado to the first single from Missy's new jumpin' joint, *Miss E...So Addictive*.

OUTKAST: "SPEED BALLIN'"

Yet another chance for Lara to get her groove on, this fresh tune comes from the funkiest hip-hop duo since Pete Rock & C.L. Smooth. Just don't look for this track on OutKast's *Stankonia* album, as it's yet another exclusive new song written in an attempt to sweep Lara off her feet.

MOBY: "AIN'T NEVER LEARNED"

He's had songs in movies, movie trailers, TV commercials, breakfast cereals and special episodes of *Blossom*. But for the *Tomb Raider* movie, Moby didn't just mine his album *Play* (which, obviously, would've been appropriate); instead, he wrote this new tune for your dining and dancing pleasure.

FATBOY SLIM WITH BOOTSY COLLINS: "ILLUMINATI"

Yet another new remix done just for Lara (some girls have all the luck), Fatboy Slim's contribution to the *Tomb Raider* soundtrack finds him teaming with the flexible funkmaster (and former George Clinton cohort) Bootsy Collins. Whether the video will feature Lara dancing around a hotel lobby remains to be seen.

BT: "THE REVOLUTION"

A confessed video game addict, tech-meister BT previously added sounds to the game Die Hard Trilogy: Viva Las Vegas. But this is not his first trip to the movies, as he's previously scored such films as *Driven* and *Go*, and will even appear in the upcoming *Rollerball* remake.

DELERIUM: "TERRA FIRMA (LARA'S MIX)"

The other band from Frontline Assembly's Bill Leeb offers a new remix that's a reworking of a tune from Delerium's most recent album *Poem*. It does not, however, feature the fair Lara making her mixing board debut.

BASEMENT JAXX: "WHERE'S YOUR HEAD AT"

With their 1999 outing *Remedy*, the Basement Jaxx made it sound like disco never died—it just mutated into something robotic. This tune may not be exclusive to this soundtrack, but it's new, as it comes from Jaxx's just-released album *Rooty*.

FLUKE: "ABSURD"

Yet another soundtrack contributor who's as familiar to games as gamers are to them, Fluke introduced themselves to joystick junkies with their contribution to Wipeout XL. Their addition to the *Tomb Raider* soundtrack comes from Fluke's own album, *Risotto*.

LEFTFIELD: "SONG OF LIFE"

One of the few songs on the *Tomb Raider* soundtrack that might be familiar (and if not, your musical education is sorely lacking), Leftfield's "Song Of Life" is one of the older tunes as well, as it originally appeared on their classic 1995 album *Leftism*.

GROOVE ARMADA: "EDGE HILL"

The not-as-militant-as-their-name-makes-them-sound Groove Armada has blessed us (and Lara) with this new tune, their first new musical moment since they released the album *Vertigo* and its companion piece *Remixes* last year.

BOSCO: "SATELLITE"

Though they're one of the few contributors to the soundtrack who aren't either a big-time rock band or an electronica superstar, that doesn't mean Bosco should be kept outside the V.I.P. room. Those unfamiliar to this electric outfit should consider this to be their introduction.

OXIDE & NEUTRINO: "DEVIL'S NIGHTMARE"

The British dance duo Oxide & Neutrino—who are either former scientists or current *Star Trek* fanatics, but are only 18 years old either way—have just released their first studio album, which serves as a follow-up to their mixed disc collection, *The Solid Sound Of The Underground*.

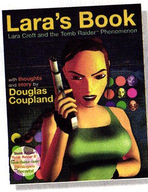
—Paul Semel

THE GAMES

Before she leaped to the silver screen, Lara Croft was already a superstar thanks to her top-selling games franchise

When the original Tomb Raider was released in 1996, it forever changed the world of video games. Although the concept of a character-based adventure game wasn't new, Lara herself quickly became a pop-culture phenomenon. Declared "Hot Stuff" by *Time*, and described by mainstream media around the world with such gems as "bigger than Pammy, wiser than Yoda," Lara Croft had the double whammy of starring in a quality game and being a compelling character. The original Tomb Raider has sold more than 4 million copies to date, and subsequent games have all proven to be spectacularly successful.

Development of the first Tomb Raider game began at U.K.-based Core Design in early 1995. Gaming folklore reveals that during an offsite "brainstorming session" one of the ideas presented was something then described as a "corridor-style game" featuring a mix of exploration, action and puzzle. The project was ambitious, requiring a storyline with a strong adventure element and a unique main character. Central to the concept was the idea of allowing this character complete freedom of movement to explore all the areas of the environment.


Lara's Book
Lara Croft and the Tomb Raider Phenomenon
with thoughts and story by
Douglas Coupland

"We always mention young Toby Gard at the beginning," lead programmer Gavin Rummery tells us. "He's not with us anymore. He stuck around long enough to see the bulk of the royalties come through on the first game [laughs] and then he moved on to do his own thing." (Toby Gard is a founding member of Confounding Factor, which has a PS2 game, Galleon, due to be released later this year from Interplay.)

"The whole thing was originally pretty much Toby's idea," Rummery continues. "Being a designer and an animator, he had some strong ideas with what he wanted to do with an action game. We were getting a lot of 3D combat titles at the time, but Toby wanted to see what was going on." As history revealed, this turned out to be the direction that the majority of PlayStation games would subsequently take. "Early on, the basic gist was that it would be a pure combat game. I think one of the original design documents described it as a sort of 'John Woo film' in a 3D game. I think it even started off with a man as the lead character—but all of that changed very early on."

Neal Boyd, level designer on the first two games, remembers much of the process. "The outfit with the shorts and the top turned up pretty early on. I've got no idea why Toby chose that particularly revolting shade of turquoise, but that's the way it was and for some reason it never changed."

"Lara actually looks the way she does because of concessions we had to make to the graphics engine," Rummery adds. "The huge belt was actually there to cover up a point in the model where the polygons move against each other. Without the belt it looks horrible. She was always supposed to have the ponytail, too, but the limitations of the first game meant that she had it all pinned up."

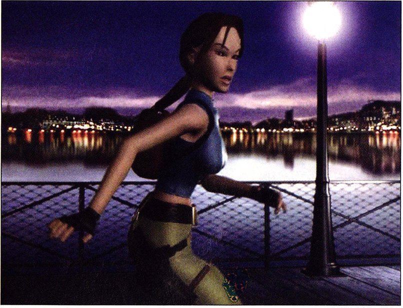
The Lara model for the second game was dramatically different. "With

TOMB RAIDER
Community
Feature Fan site
Join Lara's Fan Club
Web Ring
Build a Tomb
Forum
TRAILER OUT NOW!!

Shoot to Thrill sweepstakes!

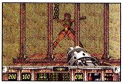
LA Times talk about CGI part of the TR Movie

Lara Croft is one of the most popular gaming characters online. Her Web site gets 50,000 hits a day. More than 3,000 fans worldwide have created their own Lara Croft Web sites.



In Tomb Raider II, find a flat surface and step left, step right, step left, step forward, step back. Now turn around three times and then do a forward jump, immediately followed by a roll. Lara will explode. Why? We have no idea... but it's funny to see.

In all, Lara's total game sales and related merchandise has generated $500 million. More than 25 million units have been sold worldwide. The game has been published in over 55 countries and in nine languages.



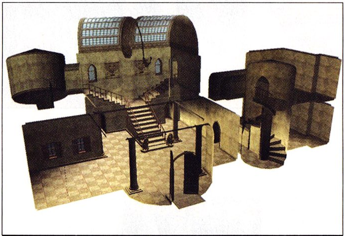
Lara appears in the 3D PC shooter Shadow Warrior, locked in a dungeon.

the second game we pushed the whole thing as far as we could," Rummery explains. If you check out the demo on our disc this month you'll see a smoother-looking Lara than was visible in the first game, and the ponytail is there. "We got a bit of criticism for Lara's triangular chest in the first game," he laughs. "She's more rounded and womanly now."

Marketing throughout 1997 continued to promote Tomb Raider as a big brand. The Tomb Raider II campaign saw interest levels in the series escalate, and it was at this point that Lara became firmly established as a major star in her own right.

Early in that year Core Design was approached by U2, who requested exclusive footage of Lara in action, to be played on their Jumbotron video screen during the PopMart Tour. Apparently huge Lara fans, the group wanted Croft to accompany them on stage. Offers also flooded in from major sportswear, soft drinks and cosmetics companies for licensing deals and product endorsements. Lara was even offered a contract from a modeling agency (quite how that would work, we still have no idea, her not being "real"). According to the Tomb Raider Web site, Eidos Interactive wanted to be "careful in their selection process, fully aware that over-exposure at this stage could lead to dilution of the franchise." Clearly that desire to milk the franchise would kick in later.

Deals were signed with comic publisher Top Cow and toy manufacturer Toy Biz in the U.S. Top Cow produced a special issue of their Witchblade comic featuring Lara Croft with its principal character, Sara. The issue sold out immediately, instantly becoming a collector's item—as did the hideously ugly Lara Croft action figure produced by Toy Biz.



The next-gen Tomb Raider will have little to do with raiding tombs. A lot of time will be spent in cities and other environments, and the quest will be darker, more stylized and more sinister.

Tomb Raider II was released in November 1997 and sales figures for the sequel significantly surpassed its predecessor, with record-breaking day-one numbers. It was at this point that levels of interest in Lara Croft again began to peak and a whole new range of marketing proposals flooded in, including several offers from companies keen to secure rights to a movie. The licensing deal for *Tomb Raider: The Movie* was signed with Paramount and the search for the "real" Lara began.

In early 1998, Core began work on a third game to complete what is now referred to as "the Tomb Raider Trilogy." A new development team was charged with working on it, fresh ideas were injected, and the game engine was overhauled to allow for a number of technical improvements.

At around this point, author Douglas Coupland's (*Generation X*, *Microserfs*) fascination with Lara Croft prompted him to produce *Lara's Book*—a collection of imagery and text relating to what he described as a digital icon. Sony used Lara Croft for PlayStation hardware advertising, and Playmates Toys was granted a license to produce the official Lara Croft action figure, which fortunately didn't look anywhere nearly as bad as the abomination that had been seen before. Top Cow also started on a second Tomb Raider/Witchblade comic.

Reviews for Tomb Raider III were mixed (*OPM* gave it three out of five), but when it was released in November 1998 the game topped the charts right away and has gone on to achieve sales of over 6 million units to date. By June 1999 worldwide sales for all three Tomb Raider games approached 16 million units and speculation about a fourth was rife. Core, however, remained typically secretive about its content.

The first official news came in July. Moving away from the numbered monikers, the new game was dubbed Tomb Raider: The Last Revelation, and rumors abounded that the name was indicative of the title's nature as the "last" Tomb Raider. The game had begun development back in the spring of 1998, enabling the new team to redesign the engine and make a lot of fundamental changes, most notably lending a feeling that Lara was more in control of the things in her environment. Set entirely in Egypt, the game marked a departure from the traditional globetrotting format and focused on a millennium-themed storyline. The game was something of a return to form for the series, and ended with a cliffhanger that tied in nicely with the title of the game.

The series didn't end here, though. Another year and another PlayStation Tomb Raider was still to come—the oddly conceptual Chronicles. "I'm very pleased to say it's the last in the series as we currently know it," Adrian Smith, director of operations at Core Design, tells us. "We're delighted because it's the end of a long period for us and the beginning of something very new."

"Chronicles takes place two or three days after The Last Revelation," Smith explains. "Lara is still missing but no one has found her body. She's presumed dead and there's a memorial service for her. People go back to Croft Manor and start thinking back to past events. The game sequences that we provide are like dream sequences. Rather than one epic game you play from beginning to end, we produced four little games tied together by these characters sitting around a table discussing Lara's life." Despite being an interesting idea, the execution of Chronicles was lame. It clearly looked like a filler product designed to help lift the Christmas 2000 season for Eidos.

"The last Tomb Raider game was really The Last Revelation," Smith tells us. "Chronicles came about because of the movie and what we wanted to cover after looking at the script. There were a few loose ends that we wanted to tie up, so Chronicles' job is to fill the gaps in Lara's back story." So this

is it, though? That's the final game on PS one? "On PlayStation, there's not a great deal more we can do with the system," Smith says. "We've hit our limit."

From now on, it seems, things are going to change. Lara is coming back in game form after the movie, but it's going to be something different. "In the next-generation Lara game, we really wanted to have a clean sheet of paper," Smith confesses. "We didn't want to have baggage to take across. We didn't want to have to explain to people where Lara's been for the past 12 months of her life. We wanted a fresh start. We were very, very conscious that we've done a bunch of games on the same technology. We wanted to move Lara in a totally different direction and have a totally different game."

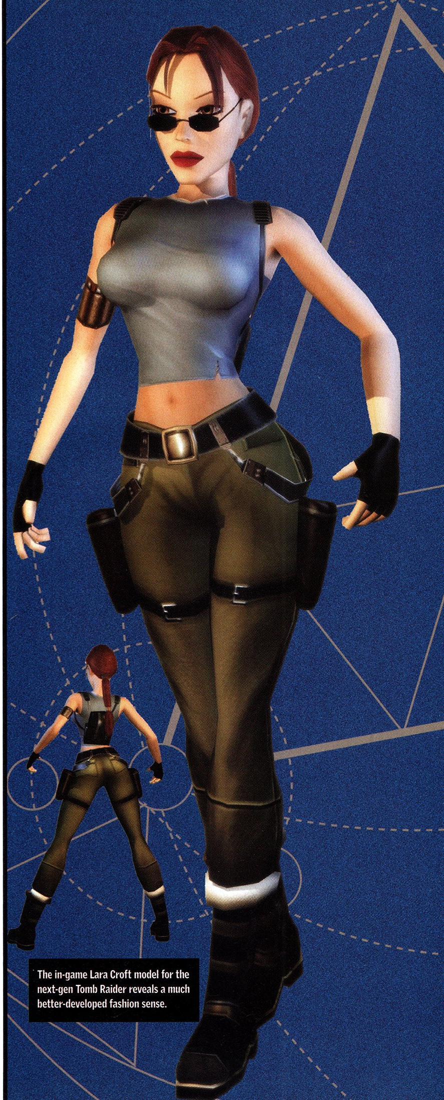
The new game, dubbed "next generation" for its lack of a real name thus far, has been Core Design's primary focus for the past two years. The development team is predominantly made up of new people, "very much because we wanted to get new ideas and a different way of seeing Tomb Raider," Smith explains. "The new game probably won't be called Tomb Raider. I don't know what to call it yet," he ponders. "Lara survives, her name will survive, but I think Tomb Raider will become something different." Perhaps just the name of the movie franchise?

"Coming up with new Tomb Raider stories has always been difficult, so when we started with next-gen we said, 'Let's write the Tomb Raider book, let's think about the next 20 adventures that Lara Croft will go on. And rather than just singularly producing that as the next game, let's think about that as the next X amount of games.' The future games won't end traditionally. You're gonna get to the end and you're gonna go, 'Hmm, I've obviously finished that, but I know there's more...' and you'll realize that you've just solved a piece in the overall puzzle. Ultimately that's our whole focus for the next generation: Lara gets involved in something, you'll solve parts of it, but each part will affect the overall big picture." Smith is clearly enthused about a different way of developing games, and he continues to explain the new philosophy.

"We wanted to make Tomb Raider more mature, and by that I don't mean she'll be running around naked, but I mean it's always been a fairly mature game. It's never been a particularly simple game to play," he admits. "It's not really for children, more for those 18 and older, and we wanted to build on that. We looked at lots of things and drew inspiration from *The Omen*, *The Exorcist*, stuff that was very dark, stylized and sinister. Next-gen Tomb Raider has a sinister side to it, and Lara is going to be involved in some things that she has really no control over. She's going to be put in situations that are totally alien to her. All her life she's been privileged. She's been from a great family and lived in a nice house, and all the doors have opened for her because she's been the infamous Lara Croft. All those doors are going to be shut to her. Circumstances are going to drive her into something underground, something criminal. Not by choice, but that's her only path now."

If you can imagine a dark TV show with an underlying story arc (think *The X-Files*), that's the kind of thing we can expect from Lara's new adventure. "We drew inspiration from the movie *Blade*," Smith tells us. "Not for content, but we liked the idea of humans and vampires coexisting and not knowing one another. There's going to be a sinister force in Lara's world which has been around for a long time, biding its time. When you re-examine things with knowledge of this force, you can think that maybe wars started for another reason, maybe religion has different roots."

It's still not clear when the new game will be ready, but it seems certain that we'll be having a Christmas season this year where the only product "starring Lara Croft" will be the DVD of the movie, not a new game.



The in-game Lara Croft model for the next-gen Tomb Raider reveals a much better-developed fashion sense.

photo by George Holz

MUSINGS OF A RAIDER GIRL

Angelina Jolie

Occupation: Actress
Full Name: Angelina Jolie Voight
Date of Birth: June 4, 1975
Place of Birth: Los Angeles, Calif.
Sign: Gemini
Father: Jon Voight (actor)
Mother: Marcheline Bertrand (former actress)
Brother: James Haven Voight (director)
Husband: Billy Bob Thornton (actor, director, writer)
Ex-husband: Jonny Lee Miller (actor)
Education: Attended Beverly Hills High School

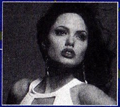
Attended Lee Strasberg Theater Institute and New York University (majored in film)

"You're young, you're crazy, you're in bed and you've got knives. So s--- happens."

—Chicago Sun-Times

Filmography

- Life or Something Like It (2002)
- Original Sin (2001)
- Tomb Raider (2001)
- Gone in 60 Seconds (2000)
- Girl, Interrupted (1999)
- The Bone Collector (1999)
- Pushing Tin (1999)
- Playing by Heart (1998)
- Hell's Kitchen (1998)
- Gia (1998) (TV)
- Playing God (1997)
- George Wallace (1997) (TV)
- True Women (1997) (TV)
- Mojave Moon (1996)
- Love Is All There Is (1996)
- Foxfire (1996)
- Without Evidence (1995)
- Hackers (1995)
- Cyborg 2 (1993)



"I need more sex OK? Before I die I wanna taste everyone in the world."

—British GQ

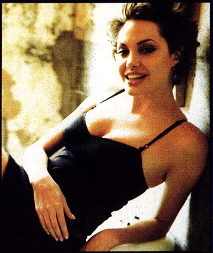


photo by George Holz

"I like everything. Boyish girls, girlish boys, the heavy and the skinny. Which is a problem when I'm walking down the street."

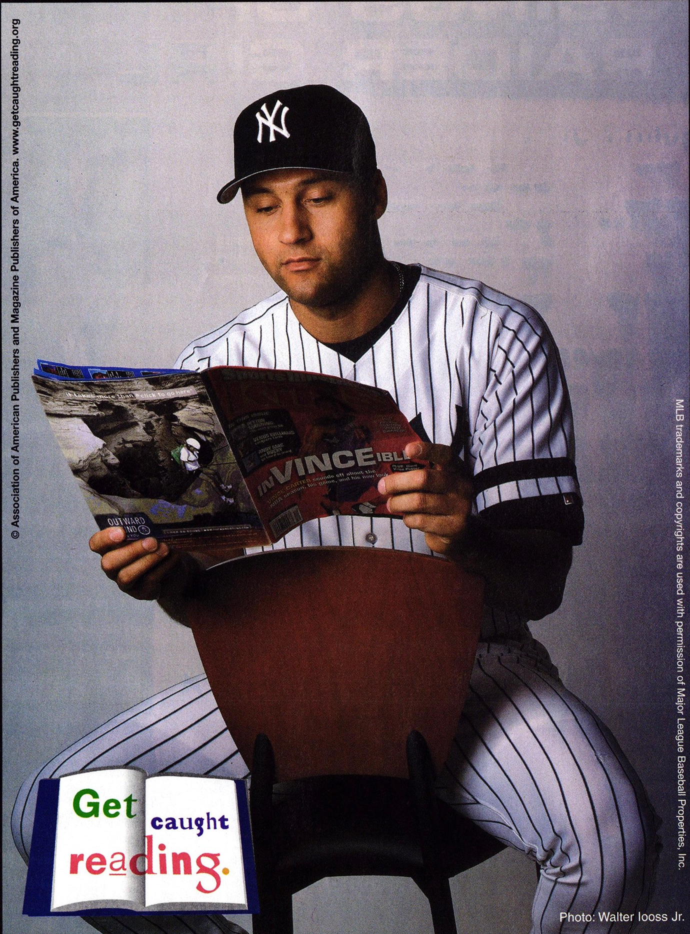
—ELLE

"I've been gaining weight to play Lara [Croft, the heroine of Tomb Raider]....I finally got my ass back, 'cause I had lost weight. So I'm happy that I have my old ass back."

—TALK

"I need someone physically stronger than me....I am always on top. It's really unfortunate. I am begging for the man who can put me on the bottom. Or the woman. Anybody who can take me down."

—ELLE


Get caught reading.

Derek Jeter caught reading.

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Photo: Walter Iooss Jr.

GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.

Cool Boarders 2001 99
Crazy Taxi 100
Dark Cloud 101
Escape From Monkey Island 99
Fur Fighters: Viggo's Revenge ..100
Gauntlet: Dark Legacy 100
Gran Turismo 3: A-spec 98
Heroes of Might and Magic: Search for the DragonBone Staff .102
MTV Music Generator 2 102
Red Faction 102
Batman: Gotham City Racer 103
Blue's Big Musical 103
Digimon World 2 103
KISS Pinball 103
The Land Before Time Great Valley Racing Adventure .103
Lego Island 2: The Brickster's Revenge 103
MLB 2002 104
Spec Ops: Ranger Elite 104

THE FINAL SCORE

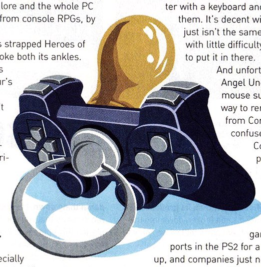
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Don't Baby Us

Joe Rybicki: So I've been thinking about PC games lately. Now that the PS2's more or less matched the power of the PC, we're seeing a lot of PC games and franchises come our way. And that's good. But what bugs me is that so many of these are lobotomized for the console market. I mean, take Heroes of Might and Magic. That game absolutely rocked on the PC. Everyone loved it, it got loads of acclaim from the critics and the fans. It was an expectedly complex strategy warfare game, obviously drawing from the turn-based strategies of PC lore and the whole PC RPG persona, (which is way different from console RPGs, by the way). But what do we get?

DragonBone feels like Kathy Bates strapped Heroes of Might and Magic III onto a bed and broke both its ankles. And it's not just that. I mean, you guys seemed to like what you saw of Baldur's Gate, but why the hell does it have to turn into Diablo on the PS2? Why can't we get a single PC-style RPG? Console gamers aren't idiots. Just because we prefer a different environment for our games, doesn't necessarily mean we don't like complex or in-depth games.



John Davison: It's not just the games either. Sony is still keen to push the whole "computer entertainment" vibe, and it's something that's going to be more important as time goes on, especially with the online stuff. But the first example of "computer entertainment" is MTV Music Generator 2—a very good idea that's already worked very well on "real" computers, dummied down for PS2. The result is something that lacks the style or power of the same kind of thing on PC. Sure, it does the job...but it doesn't support a mouse, it's confusing to use, and it's been all glitzed up. It's such a shame.

But with games like Baldur's Gate, I'm of two minds: Although I think it could be a little more involving, I'm glad it's not exactly like the PC game. All that pausing the game to do stuff bugged the hell out of me on PC, and with a system plugged into the TV and a beer in my hand, I think it would bug me even more.

Sam Kennedy: What's the deal with MTV Music Generator 2 not offering mouse support? That's the type of game where a mouse would be so welcome. I'm tired of all these companies neglecting keyboard and mouse support for their games. I mean, sure, the majority of the PS2 owners will likely always use the controller, but if you can offer an easier—or better—game experience by offering keyboard and mouse support, why not do it?

Quake III was a perfect example. That game simply plays better with a keyboard and mouse—it was designed to use them. It's decent with the controller, but the experience just isn't the same. And it could have been included with little difficulty by EA. The company just chose not to put it in there.

And unfortunately, future EA games such as Angel Under Fire still have no keyboard and mouse support. Eidos is even going out of their way to remove keyboard and mouse support from Commandos 2 for the PS2, so as not to confuse consumers.

Confuse consumers? How? These companies need to realize that a good portion of PS2 owners already own PCs. That a good portion of PS2 owners are ready and willing to use the already familiar keyboard and mouse if it can provide a better gaming experience. Sony put the USB ports in the PS2 for a reason, after all. Games have grown up, and companies just need to realize this.

Plus, I just don't like playing games on a PC. I'm just not into that whole practice of buying a new video card every few months to play the latest cool games. I want games like Quake on my PS2. And I want to play them how they were meant to be played.

I skipped out on Half-Life because it was on a PC. I couldn't be more excited that it's coming to PS2 and that I'll be able to play that incredible game now. Thank goodness Sierra and Gearbox are including mouse support!

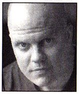
Got a PC game you'd like to see on the PS2? Want to have your say in how it gets done? Or do you just want log your own point of view? Drop us an e-mail at **opm@ziffdavis.com** *anytime.*

MEET THE CRITICS

JOHN DAVISON

Not one, not two, but three games getting five out of five? And two of them rated by John? Is he going soft in the head or something? They're all certainly worth buying, that's for sure.

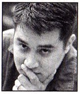
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: GT3, Escape from Monkey Island
CAN'T WAIT FOR: Silent Hill 2



JOE RYBICKI

Flabbergasted by the number of great games this month, Joe has opened a special fund just to save up for the purchases he'll need to make in the near future. Feel free to send contributions.

FAVORITE GENRES: Adventure, Puzzle, RPG
CURRENT FAVORITES: Red Faction, GT3, Crazy Taxi
CAN'T WAIT FOR: Tony Hawk 3



GARY STEINMAN

Inspired by Dark Cloud, Gary has set to work trying to rebuild all the shattered lives left in the wake of his caustic, destructive grumpiness. It may be a daunting task, but it's certainly long overdue.

FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Dark Cloud, Klonoa 2
CAN'T WAIT FOR: Hoshigami

CHRIS BAKER

Somehow (i.e., Gary Steinman and Sam Kennedy), c.bake's seven-year-old senior picture eventually made it into the inbox of everyone in gaming. So he'll just go ahead and embarrass himself to you, too.

FAVORITE GENRES: Action, RPG, Adventure, Sports
CURRENT FAVORITES: Gauntlet: Dark Legacy, Red Faction
CAN'T WAIT FOR: Batman

TODD ZUNIGA

At the SweetFancyMoses.com Hootenanny this month, Todd gave a surprisingly capable reading, thus launching his forever dream of doing stand-up comedy. Wish him well. He'll need the support.

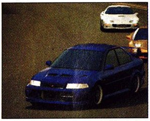
FAVORITE GENRES: Sports, Extreme Sports, Literary Humor
CURRENT FAVORITES: NBA Street, Mat Hoffman, High Heat
CAN'T WAIT FOR: Madden 2002

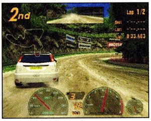
SAM KENNEDY

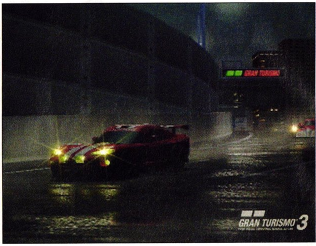
This month Sam is going to b doing the whole moving thing and that's been making him a bit nervous. Thankfully, in his new place he'll have more room to put his games. Which is all that matters, right?

FAVORITE GENRES: Action, RPG
CURRENT FAVORITES: Stretch Panic, GT3, Chrono Cross
CAN'T WAIT FOR: FFX, FF Chronicles, Ico, MGS2

4th
Lap 1/2
Best
Last
Lap 0:38.216
11 km/h







Gran Turismo 3: A-spec

Your life is about to change

Publisher SCEA
Developer Polyphony Digital
Web Site www.playstation.com

Having proven itself to be as significant an event as the Second Coming when released in Japan last month, GT3 is now ready to be unleashed on an unsuspecting U.S. audience. Relationships will crumble, effectiveness in the workplace will deteriorate, and attentions will wander. Car- obsessed gamers across the land will be blurring the lines between reality and "the game" whenever they even look at a car.

Take it from me, GT3 is everything you want it to be, and more. It may not quite have the car selection that you enjoyed in GT2, but it inspires a fervor and obsessive behavior in (predominantly male) gamers that few others can inspire.

This isn't just GT2 tarted up a bit and slapped onto a PS2 disc, it's **very much a new game with a very different feel than its predecessors**. Sure, it's still broken down into the constituent parts that we've come to expect, but the gameplay is balanced in a different way now.

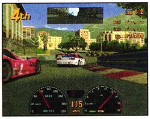
Arcade mode is still the mode that you stick with to get a look at the groovy cars early on. There are a few more modes than usual, with the de rigueur split-screen mode as well as an iLink multiplayer game that lets you hook multiple PS2s together. In addition, a deliciously decadent iLink mode lets you create a three-system, three-screen arrangement like the big arcade racing units.

The bulk of the action is the Gran Turismo simulation mode. Once you've kicked off a career and earned your licenses (which isn't a particularly painful experience as long as you understand the basic principals of driving a car), **you're going to have trouble putting the damn thing down**. I very seriously recommend that you don't start playing this unless you have some free time on your hands. An entire weekend can easily disappear without you noticing. Even the most understanding girlfriends will soon tire of the roar of high-powered cars howling from the living room TV, and if you're really in the swing of things you'll even consider missing the new *Simpsons* on Sunday night just so you can win another race. Believe me, I know.

The structure of the sim mode is a little different this time. Because of the more limited car list, pretty much everything is a "new" car. There is no "used" dealer in this game, so when you first kick off your career, the choice of vehicles is pretty limited. I opted for a small but nimble Toyota hatchback, which was adequate were it not for the fact that it cornered about as well as a cow, and had as much poke as a sack of potatoes. Seeing as I'd blown my initial purse on what I soon named "The Crapmobile," I set about creeping my cash supply back up again. The dismal performance of the Toyota meant that no matter how aggressively I raced, or how fiendishly I took corners, I always ended up finishing at the back of the pack and consequently only earning a tiny sum of cash.

After what seemed like forever I had enough dough in the bank to buy some parts. Fitting a new exhaust system prompted an experience that shall be henceforth known as a "Gran Turismo moment." The power of the car hopped by about 11 or 12 horsepower. I can't remember exactly how much, but it didn't seem particularly significant. This additional "oomph" meant that when racing in the poncey baby car classes against other feeble hatchbacks I could finish in the top three rather than the back three. Better placement equals better prize money, and before long I found myself in a position where I could cash in and buy a "real" car.

General consensus around the offices here is that a Mitsubishi Evo VI is the way to go if you want to make great strides early in the game. It's got plenty of poke, corners like it's on rails, and when you start upgrading it, it howls like a banshee and lays waste to anything you race it against. **The sense of exhilaration**

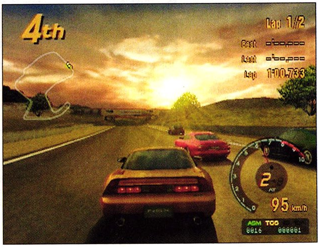


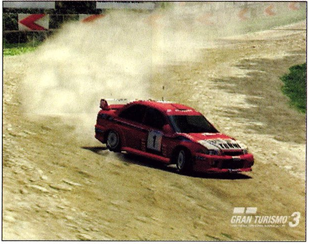
YOU SHOULD INVEST IN A WHEEL ALSO

To really get the full experience, you should consider investing in the fabulous GT3-branded wheel from Logitech. You get a solid-feeling wheel which features an effective force-feedback system that causes the wheel to pull as you hurtle around the track, and it really helps you get a "feel" for the game. The pedals, while made of sturdy plastics, are a little too lightweight for our tastes, and everyone here on the team found that they had a tendency to slip along the ground. You'll probably have to brace them against something to stop them moving around and this really limits *where* you can set them up. This isn't an "in front of the TV in the living room" package, that's for sure. You'll be more comfortable sitting with it at a table.

Final Score ●●●●

GRAN TURISMO





gained from suddenly feeling like you're getting somewhere is what playing a really great game is all about. It's genuinely exciting, and makes the hours and hours of trundling around in that crap wagon you started off in seem worthwhile.

Once the money's rolling in, you'll starting lusting after some of the more desirable hardware on offer. The Nissan Z concept from the Detroit motor show makes a welcome appearance, as does the Mazda RX-8, Dodge's Viper GTS concept (the coupe, not the roadster of dubious looks that's since been green-lit for production), and a host of truly hairy-looking race-spec brutes based on things like the Skyline or NSX.

Throughout your career the game continues to reward you. Whether it's with cool pieces of hardware (it's no secret that you can open up an F1 car after many hours of play...and believe me, it's worth it) or simply cool environmental effects, you'll be uttering exclamations at regular intervals. Take, for example, the first time you see one of the tracks featuring rainy weather. The sight of the mist in the air, the water on the asphalt, and the reflections of the environment in the water is enough to make a grown man weep. Or the first time you see the sunlight gleaming from behind the trees. Or your first rally race, as the Evo kicks up dust and hurtles around the track with a ferocity that makes you feel like you're only just barely in control of this frighteningly powerful beast.

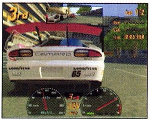
It's all good stuff, and if you're experiencing it with the wheel controller, it's even better. Sure, not everyone has the physical setup that makes using a wheel all that comfortable, but the payoff is incredible. You really can make better lap times when you're blipping the throttle with a "proper" accelerator pedal and pulling opposite lock with a wheel and not a nubby little joystick.

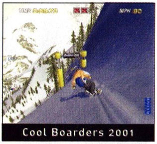
If you own a PS2, buy this game. If you like cars, buy this game. It'll make you more popular and attractive to ladies, trust me.

Final Score ● ● ● ● ●

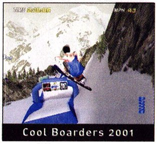
John Davison

EVERYONE E
Players: 1-2
Memory Card: 256kb





Cool Boarders 2001



Cool Boarders 2001

Cool Boarders 2001

Publisher Sony CEA
Developer Idol Minds
Web Site www.playstation.com

The SSX buzz is wearing off. Just four days ago (before I started gunning down the slopes in Cool Boarders 2001), I thought I'd have to wait for SSX: DVD before some new snowboarding game experience would light my fire. Not so. CB2001 is an absolute joy, **a pleasant second-generation surprise**.

The best part of CB2001 is that it's a whole lot of fun. I just keep coming back for more. I get up, hit the water cooler, have a quick chat, but along the way I'm eager to settle back in my happy gaming chair and try to win another competition, dominate another race, unlock another track.

When considering the mountain of things CB2001 has done right, **the feeling of speed while rushing down a hill at 90 mph really stands out**. I feel, at times, like I'm rushing through Endor with mini-forests brushing each of my arms. The whole time I'm going at least 60. Now that'll get you pumped up. Also, the levels are set in some simply breathtaking environments.

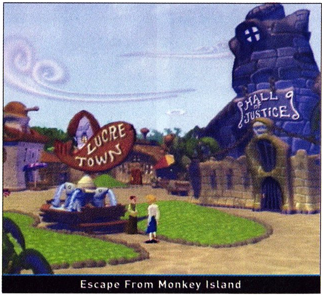
There are flaws, but not enough to really bother me. The boarders are stiff, too stiff, and once in the air I'd like to have more control of my board. The chatter between boarders could've been better done, as well.

OK, so it's not SSX. But I beg you to give this game a try. I'm certain you'll be as pleasantly surprised as I was.

Final Score ● ● ● ●

Todd Zuniga

EVERYONE E
Players: 1-2
Memory Card: 62 KB



Escape From Monkey Island

Escape From Monkey Island

Publisher LucasArts
Developer LucasArts
Web Site www.lucasarts.com

I've always been a big fan of the Monkey Island series, and even when adventure games on the PC went spectacularly out of fashion, I still liked the whole idea of playing an "adventure" that wasn't interrupted with random battles and all that bollocks that goes along with the majority of RPGs. Escape is the fourth game in the series, and while it's somewhat self-referential when it comes to the history of the series, you don't need to have played any of the oldies to really get the gist of what's going on.

While these games always used to be called "point-and-click" adventures, Escape has evolved the system so that it's perfect for joypad play. You walk the hero, Guybrush Threepwood, around the environments in a kind of Resident Evil style and interact with objects and characters that are highlighted as "hot spots" when you walk past them. Wander toward a character and "speak to pirate" or whatever appears as an option. It's **very intuitive and very easy to pick up**, whether you're a skilled adventure gamer or, oh I dunno, my mother.

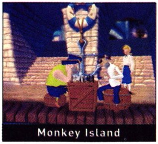
To progress through the story you'll be presented with a number of objectives that are broken down into smaller tasks that are completed by simple puzzle solving. Find objects to combine, move things around, get people to do certain things, or simply talk to people about stuff. There's plenty of variety, **and most of it is carried out with a tongue-in-cheek attitude that is very refreshing** amidst the plethora of terribly serious and gory games that you'd be inclined to compare this to. There's no shooting, and what little "combat" or "action" there is is actually controlled by your ability to insult your opponent rather than your skill with a gun or a sword.

Production values are exceptionally high throughout. The script is superb, the voice acting is some of the best I've heard in any game, and the music is wonderful. Couple this with the cartoon-style graphics and glorious animation and you have a very slick package indeed. I really hope this game does well. We need more games like this, and I hope Escape from Monkey Island helps bring the "true" adventure genre back into fashion.

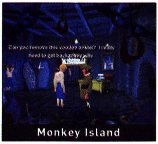
Final Score ● ● ● ● ●

John Davison

TEEN T
Players: 1
Memory Card: 128 KB



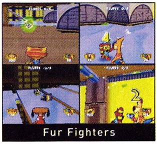
Monkey Island

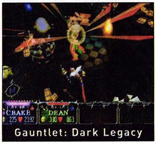

Can you remove this voodoo anklet? I really need to get back to my wife

Monkey Island

Fur Fighters

Gauntlet: Dark Legacy


Fur Fighters


Gauntlet: Dark Legacy

Fur Fighters: Viggo's Revenge

Publisher Acclaim
Developer Bizarre Creations
Web Site www.acclaim.com

Don't let the name fool you. Even though Fur Fighters for PS2's title indicates a sequel to last year's **charming yet ultimately forgettable** Dreamcast game, you're basically getting the same thing—a charming yet ultimately forgettable PS2 game.

It does feature a few notable enhancements, though. For one thing, all speech comes via some truly professional, cartoonish voice work. You can also use new weapons against new enemies, whose AI has supposedly been improved. (Still, they're not entirely bright—which is fine considering they announce their presence with a "do-dee-do-do.") Most noticeable, however, is the cel-shaded overhaul given to the characters. Now it looks even more like you're playing a cartoon.

But for all the subtle additions, you still essentially have the same game—one that **acts like a first-person shooter in a third-person shell**. Collecting the kidnapped babies proves fun for the most part, yet it grows incredibly tedious when you just can't find that missing one or two—and you've got over 30 levels to deal with. Up to four furballs compete in FFVR's multiplayer—but good luck finding anyone to shoot at in the larger-than-they-should-be arenas.

Still, the game's humor can't be denied. FFVR is a solid rental if you're after a good laugh.

Final Score ●●●

Chris Baker

T
Players: 1-4
Memory Card: 111 KB

Gauntlet: Dark Legacy

Publisher Midway
Developer Midway
Web Site www.midway.com

"This is horrendous," Gary Steinman moaned as he stood alongside an equally displeased Todd Zuniga and Joe Rybicki, playing Gauntlet: Dark Legacy's four-player mode with me. And I could sympathize: With a camera scheme totally nonconducive to the nonstop movement and attacking going on, it's easy to utterly lose track of your character. Along with annoying little things like the screen's ability to trap any laggers so that they can't progress, this easily detracts from any fun to be had.

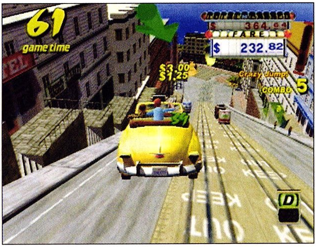
Fortunately, GDL performs much better as a single- or two-player endeavor—it may sound backward to fans of the original Gauntlet in the '80s, but **the fewer players that participate, the less things tend to overwhelm and confuse**. The fun takes shape in the mindless, hack-and-slash sort of way, which you've no doubt seen in action if you've stepped into an arcade lately. But what impressed me most was the diversity and overall immense nature of the well thought-out levels. Everything from forests, to airships, to deserts is here to provide **nearly 20 hours of gameplay**. And with eight initial characters to play as, plus eight more unlockable ones, there's a heckuva lot of replay value.

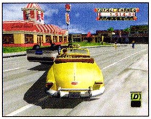
The gameplay might not please everyone ("It bites my ass," claims Joe), but GDL is a must-buy for fans of the latest Gauntlet arcade games.

Final Score ●●●◖

Chris Baker

T
Players: 1-4
Memory Card: 285 KB





Crazy Taxi

"A" for content, "C" for execution

Publisher Acclaim
Developer Sega/Acclaim
Web Site www.acclaim.com

Pop quiz: Take a hit game and port it to a console that's demonstrably more powerful in every way. Is the result a) better, b) the same, or c) worse? Though we'd all like to choose "a," most of us would be satisfied with "b." Which is why it's such a shock that, at least in the case of Crazy Taxi, it's "c" all the way.

And that's a shame. On the Dreamcast, Crazy Taxi was a hell of a good time. And it still is—the only problem, really, is that it's **no better a time than the original, and in many ways worse**. For example, where the DC version had occasional pop-up and brief bouts of slowdown, the PS2 version suffers from more extreme cases of both of these common maladies. Pop-up usually isn't a problem when it relates to scenery, but when traffic is popping up in your path as you're about to land an enormous jump, that's a problem. Similarly, the slowdown can be so severe in spots that it proves a significant distraction, throwing off your rhythm and control—both of which are of paramount importance when working your way through the Crazy Box collection of mini-games and challenges. (It pains me to admit that the DC version is actually superior in any way. But what can you do?)

Of course, I don't mean to come off sounding like this is a terrible game. I'm not ashamed to admit that I played the crap out of the DC version, and loved every minute. Crazy Taxi was, in fact, the game that prompted me to buy a DC in the first place. So it's a good game, a fun game—heck, **it's a blast, plain and simple**. Acclaim did a great job maintaining the razor-sharp controls and face-flapping speed of the original. The controls even translate well to the Dual Shock; in fact, the more precise analog makes controlling these crazy drivers even easier. Every element of the DC version is re-created with painstaking precision. (There's only one strange exception, actually: Most of the voices have been redone. I have no idea why, and I think someone screwed up somewhere since some of the characters seem to change voices halfway through their ride. Maybe it was done for the humor value of hearing a grandmother say, "Dude!" repeatedly. Anyway...)

What's disappointing is that **nothing—and I mean *nothing*—new was added**. I think I remember hearing something about Sega refusing to allow the PS2 version to have more features than the DC version, which is understandable, I suppose. But that doesn't mean I have to like it. If the game included just one extra city, or maybe a few extra Crazy Box challenges, I would almost certainly have bought it. But as it is, there's absolutely no reason for me—or anyone who owns the DC version—to spend the money on the exact same product. That's sad.

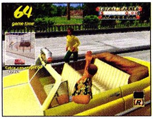
Of course, for all you upstanding folks who never bothered with that whole Dreamcast thing, the deficiencies in this version that grate on my nerves like nails on a chalkboard may prove little more than mild annoyances. I hope that's the case, because the game is **wildly addictive, wonderfully accessible, and boasts a really fantastic soundtrack** from pop-punk heroes Bad Religion and The Offspring.

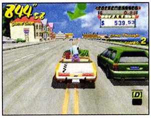
In fact, if Acclaim had actually cleaned up the engine flaws sprinkled through the DC version (instead of adding more), it could very easily have earned a five-disc rating. But I can't ignore the fact that the game actually got *worse*. It's a shame.

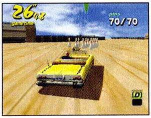
Final Score ●●●●

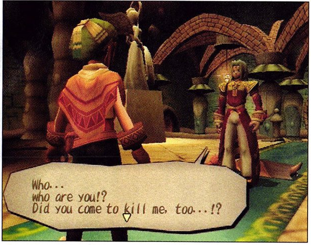
Joe Rybicki

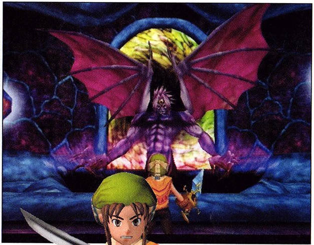
T
Players: 1
Memory Card: 363 KB

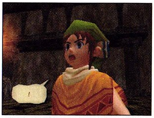


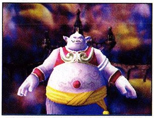






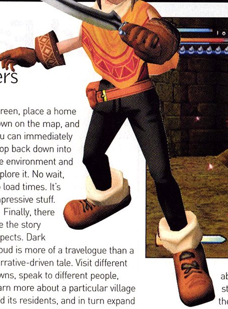






Dark Cloud

Blue skies ahead for PS2 adventure seekers



Publisher Sony CEA
Developer Level-5
Web Site www.playstation.com

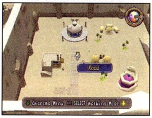
To call Dark Cloud a revolutionary game would be a bit of an overstatement. After all, we've seen many of the game's various parts before. The combat is clearly inspired by the recent Zelda titles. The world-building element is reminiscent of games like ActRaiser. And the story-driven RPG elements are what you'd expect from, well, any other story-driven RPG out there.

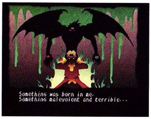
Fine. So it isn't revolutionary. But here's the thing—Dark Cloud takes its different segments and weaves them into an integrated whole that feels bigger, and oftentimes better, than much of the stuff that's out there. Working from gaming ideas that have been floating around for quite a while now, Dark Cloud creates something that transcends its sundry parts, offering up a coherent experience that represents **an evolutionary leap forward**. But most important, Dark Cloud is amazingly fun, due in no small part to its diversity, depth and remarkable convergence of gameplay ideas.

Just what am I talking about? The best way to explain is to look at all the separate pieces. For starters, there's the action/combat portion. Set in randomly generated dungeons, **combat is quick and simple thanks to an excellent lock-on targeting system and manageable level layouts**. As you get further in the game, though, you'll encounter increasingly difficult foes who require you to put some real effort into how you build up your weapons and use your six different playable characters. The weapons management system is one of the real joys here—with a depth that matches other standout titles like, say, Squaresoft's Vagrant Story.

Next, there's the world-building portion. Scattered throughout these dungeons are the pieces of devastated towns—everything from people to homes to the most inconsequential of items. Once back in the overworld, you can rebuild these villages brick by brick. It's your job to repopulate empty fields—to take a barren, sallow land and nurse it back to life, bustling with homes, roadways, rivers, people, bridges, windmills and more. **The rebuilding is like a grand jigsaw puzzle that tests your logic as much as your sense of aesthetics**, with plenty of unique requirements to get each of these towns back in working order. What's more, all this rebuilding happens in real time. Pop into the assembly screen, place a home down on the map, and you can immediately drop back down into the environment and explore it. No wait, no load times. It's impressive stuff.

Finally, there are the story aspects. Dark Cloud is more of a travelogue than a narrative-driven tale. Visit different towns, speak to different people, learn more about a particular village and its residents, and in turn expand your understanding of your quest. The game is light on text, never requiring you to wade through reams of dialogue. Yet Dark Cloud is populated with so many quirky characters, mildly humorous situations, and oddly touching moments that **it comes to life without ever seeming to try**. Two other things about the story stand out. First, the tone is surprisingly cheerful for a game that has such a dark undertone—a welcome change from all that moodiness that pervades the genre. Second, Dark Cloud manages to wring some genuine poignancy from some fairly cliché moments—definitely no small feat.





Something was born in me.
Something malevolent and terrible...

By themselves, these separate parts would be enough to create a *good* game. But what makes Dark Cloud a *great* game is the way this all comes together. Dark Cloud is all about the interplay and convergence of gameplay elements. Fighting in the dungeons yields you the parts to rebuild the towns. Rebuilding towns allows you to explore them, speak to the residents, and move the story forward. As the story progresses, you'll gain new skills, items and allies that let you go deeper into the dungeons or further in your rebuilding efforts. It's **a brilliant balancing act** that requires you to move constantly from one area to another, never spending too much time doing just one thing—meanwhile lending an equal weight to all the parts of the game. It also helps counteract the potential tedium of spending too much time slogging through randomly generated dungeons—as soon as you need a break from combat, you can leave the dungeon to play in the world again.

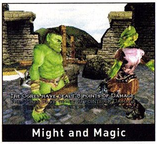
The only knock I have against Dark Cloud is that toward the end of the game this delicate balancing act degenerates. The penultimate area is primarily a combat-based one, and that's followed by a 100-level dungeon that's not attached to any town or rebuilding aspect. Yet thanks to the depth of the weapons management system, I had a decent time fighting my way through these levels—although I did miss all the other gameplay features.

Like I said earlier, Dark Cloud is not a revolutionary game. Still, it's an innovative title, one that spins its diverse elements into **a deep, immersive and ultimately fun experience**. And that's certainly revolutionary enough for me.

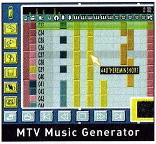
Final Score ●●●●◖

Gary Steinman

TEEN T CONTENT RATED BY ESRB
Players: 1
Memory Card: 400 kb


The Ogres have dealt 8 points of damage
The Ogres have dealt 10 points of damage

Might and Magic



MTV Music Generator

50 Trolls
19 Trolls

Might and Magic

Melody: pipe 1
G5 ffpanflute1 @ 22KHz (8)
Volume : 100%
Sample Offset : 0

MTV Music Generator

Heroes of Might and Magic: Quest for the DragonBone Staff

Publisher 3DO
Developer 3DO
Web Site www.3do.com

If you're at all familiar with the exceptional Heroes of Might and Magic series on the PC, you're in for a shock. DragonBone is **an embarrassingly dummied-down version of its PC cousins**, and although it does have charms of its own, most of the best features of the original series have been lost in the translation.

It seems like all the complexity of the PC versions was trimmed away without much regard for whether the remaining pieces hung together. For example, if you're successful in a castle siege you're presented with the option of garrisoning some of your soldiers in the fortress. But this offers you absolutely no advantage except as a storehouse for unwanted troops. The PC version, by contrast, allows players to build and develop entire towns, which significantly affect the power of the player.

Of course, there are some intriguing elements in the game. **Exploring new continents and hunting down and recruiting ever more powerful armies** is good for a day or two of diversion, and the process of learning which creatures work best against certain enemies adds some welcome depth. But after time, battles become tiresome and the adventure aspect starts to wear a little thin. Most of the standout elements seem to have been lost in the PC lobotomy. Pity.

Final Score ●●◖

Joe Rybicki

EVERYONE

Players: 1
Memory Card: 130 KB

MTV Music Generator 2

Publisher Codemasters
Developer Jester Interactive
Web Site www.codemasters.com

I'm of two minds over this one. On one hand I can appreciate that it's a powerful piece of software and should be commended for doing something different with the PS2 hardware. On the other, I can't help having some problems with the way it works. Sure, the results you can achieve just by fooling around with it are passable, but once you've tired of making pumping Euro techno, you may actually want to produce something other people would be prepared to listen to.

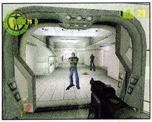
In terms of the raw material it provides you with, MTVMG2 is superb. You get a ton of samples that are all great quality, as well as some stuff from "real" bands so you can play around to boost your confidence. **The problem comes with the interface**. I'm aware that it's been designed with a console setup in mind—but for me it just feels clumsy. If any of you have ever used Acid Music, eJay or any other PC-based program similar to this, you'll probably feel the same way. The joypad support, while effective, is no substitute for a mouse—and it's shocking given the USB ports on a PS2 that Jester didn't implement this. Also, the fact that the screen scrolls vertically, rather than horizontally, takes some getting used to. In all, I have to say that it's admirable, but not ideal. **A diversion, not a usable tool.** An noble try though.

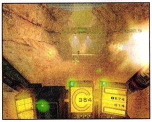
Final Score ●●●

John Davison

EVERYONE

Players: 1
Memory Card: 120 KB





Red Faction

The revolution is at hand

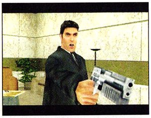
Publisher THQ
Developer Volition
Web Site www.thq.com

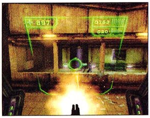
It has to bode well for a game when you just can't get it out of your head. There I was, lying in bed after another rough day leading the Martian mining revolt, dwelling on the next challenge. How could I take out the mercs on that pursuing subway train without getting nailed myself? They're moving too fast for the Rail Driver's X-ray vision to lock onto their heat signatures...or are they?

Red Faction exerts that kind of hold on players. It's one of the few first-person shooters these days that **truly emphasizes the single-player mode**—that truly delivers an honest story along with white-knuckle shooting action. It's not since Half-Life that I've become so involved in the plot of an FPS, and while Red Faction may not stand on quite the same level as that game (still considered by many to be one of the best of all time), it is certainly deserving of favorable comparisons. Overheard conversations, scripted events, limited interaction with non-player characters—even the segmented, area-based (as opposed to level-based) game structure bears witness to the obvious Half-Life influence.

But Red Faction does certainly top Half-Life in at least two areas. One is the variety: RF offers **a bunch of different vehicles for players to pilot**, making for a wonderful diversity of play. You can hop on a jeep, for example, and run over enemies—or climb up onto the gun turret on the back and fill 'em full of lead. You'll also take control of submarines, heavily armed and armored tanks and drillers, and my personal favorite: a single-person spacecraft that offers perfect controls and full 3D motion (remember, Volition is made up of the folks who created the PC classic Descent).

The other area of superiority is technology: Half-Life certainly didn't allow players to blow through any rock surface to create their own paths through the environment. This "Geo-Mod" technology is sure to be carried on to other games (and quickly, I hope!), but I was actually surprised at how subtly it was used in Red Faction. Contrary to early expectations, the game only occasionally requires players to burrow through rock walls. The technology is there if you want to use it, but **it's not shoved in your face at every turn**. It's sort of refreshing, actually.





Unfortunately, there are times when the demands of the technology seem to overstep the power of the PS2, resulting in the **occasional bout of jerky framerate**. It's rarely a big deal, but as any shooter fan knows, framerate is of vital importance, and even the occasional drop can prove frustrating.

Another disappointment is the **tacked-on, afterthought feel of the two-player mode**. While there are some interesting ideas there, the arenas are shockingly uninteresting, almost seeming unfinished in spots. And my biggest complaint: no vehicles in two-player mode! It seems like a no-brainer to allow players to square off in subs or spacecraft, but no dice. Maybe Volition is holding out for Red Faction Arena.

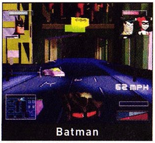
In spite of all this—plus some shoddy character models and occasional graphical glitches—Red Faction is **a beautiful, enthralling, excellent game**. The technology should draw in FPS veterans, and the pacing and story should make it easy for anyone else to sign up, too. Don't miss this one.

Final Score ●●●●●

Joe Rybicki

MATURE

Players: 1-2
Memory Card: 248 KB

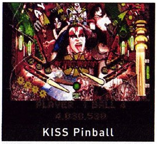


Batman

Blue's Big Musical

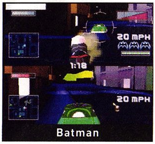
FIGHT
Attack
23
22
21

Digimon World 2

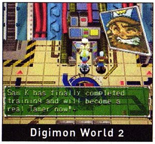


KISS Pinball

Lego Island 2

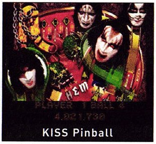


Batman

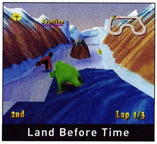


Sam K has finally completed training and will become a real Tamer now!

Digimon World 2



KISS Pinball



Land Before Time

Lego Island 2

Batman: Gotham City Racer

Publisher Ubi Soft
Developer Sinister Games
Web Site www.ubisoft.com

I've always respected Batman for his keen detective skills and almost superhuman athleticism. But it wasn't until I spent way too much time playing Gotham City Racer, cruising through the metropolis with the Batmobile and other vehicles, that I began to appreciate his driving abilities. After all, in *The New Batman Adventures* (the basis for the game's style), he always pursues Gotham's baddest in total control of his vehicle. He never swerves left and right or drifts in physically impossible directions, as he (and Batgirl and Nightwing) did when I took the wheel. (You'd think a billionaire could afford a car with decent handling.)

GCR also has given me a greater understanding of Gotham City, a peculiar burg in that **its huge buildings remain invisible until you near them**. Like any big town, though, construction abounds—to the point that it almost always outright blocks the route it makes most sense to follow when after a supervillain. **It ultimately becomes a matter of simply happening upon the proper route**.

You even get a chance to see things from the villains' perspective in GCR, via Patrol or two-player mode. And, believe it or not, their vehicles control just as poorly as Batman's. Call me crazy, but I expect better from the developer who brought us The Dukes of Hazzard.

Final Score ●◖
Chris Baker

Players: 1-2
Memory Card: 1 block

Blue's Big Musical

Publisher THQ
Developer Terra Glyph
Web Site www.thq.com

Though the familiar characters and voices will certainly be appreciated by preschool fans of the celebrated TV show *Blue's Clues*, the frequent load times and widely scattered objectives caused our 4-year-old test subject to lose interest occasionally. Still, **the vision of the show is well-maintained**, especially the audience participation, memorization and cognition exercises. The mini-games might prove too simple for the older end of the preschool spectrum, but are diverting to the target audience.

Final Score ●●●
Bob and Kelsey Conlon

Players: 1-2
Memory Card: 1 block

Digimon World 2

Publisher Bandai
Developer Bandai
Web Site www.bandai.com

Most likely realizing that the first Digimon World title wasn't actually that great, Bandai went in a new direction with its sequel. While the original game relied heavily on elements of monster raising and breeding, the sequel follows the routes of a more traditional RPG, with its focus on combat and exploration. Unfortunately, this does nothing to really broaden the appeal of the title: It's still something that only hardcore Digimon fans will have interest in.

Why? Well, **as an RPG, it's really rather dull**. The basic premise is that you are a Digimon Tamer who travels the world in your Digi-Beetle. And the gameplay mainly centers around you slowly driving through dungeons while facing an onslaught of enemies. The battles are as bland as can be, though, which is why the game doesn't really work. Visually, you're treated to 3D characters on top of black backgrounds. And the gameplay, with its simplistic RPG mechanics, doesn't spice things up either. A quality story could normally make up for weak battles in an RPG, but unfortunately Digimon doesn't quite have one of those. Shocker.

At least there are lots of monster breeding aspects to the game, for those of you who dig that sort of thing. It's really not all that bad, but the title will surely only appeal to Digimon fans. Whoever you are.

Final Score ●●
Sam Kennedy

Players: 1-2
Memory Card: 2 blocks

KISS Pinball

Publisher Take 2
Developer Tarantula Studios
Web Site www.take2games.com

So, it's KISS pinball—without any KISS music? Am I the only one who finds this a bit absurd? (Oh gee, you can put in your own KISS CDs. Joy.)

Let's put that aside for a moment, though, and look at the actual game. Now, I'm certainly not the biggest pinball aficionado in the world, but I have put in my share of time at "the tables," and besides, I don't think it takes a pinball wizard to see what's wrong with this game.

I know the Pro Pinball games have gotten a bit of flack for the miniature-looking tables that require furious squinting to make out what's going on. But believe me, the alternative—at least, this alternative—is considerably worse: KISS Pinball **scrolls the screen frantically up and down in an attempt to follow the ball**, and as a result makes it nearly impossible to figure out where the hell the little thing is about 75 percent of the time.

Other than that, well, it's pinball. You get two tables here, which is sort of nice, but considering that it's almost impossible to follow the action all the time, **both tables sort of merge into one spastically scrolling blur**. It would be nice, for once, to see video pinball do things that actual pinball games can't: throw in bigger tables, for example, or employ strange physics. No luck here. But hey, at least it's only $10.

Final Score ●◖
Joe Rybicki

Players: 1-4
Memory Card: 1 block

The Land Before Time: Great Valley Racing Adv.

Publisher TDK Mediactive
Developer Vision Scape Interactive
Web Site www.tdk-mediactive.com

Even though GVRA stars cute dinosaurs from the *Land Before Time* films, it might surprise you that it's not Crash Team Racing aimed at a younger crowd. Rather, GVRA is no kart racer at all—just Littlefoot and friends racing through the Great Valley on foot, avoiding obstacles by jumping or swerving left and right whenever necessary. **The 4-to-8 crowd should find it amusing**, even if only eight courses of 70 to 90 seconds each means not for very long.

Final Score ●●●
Chris Baker

Players: 1-2
Memory Card: 1 block

Lego Island 2: The Brickster's Revenge

Publisher Lego Media
Developer Silicon Dreams Studio
Web Site www.lego.com

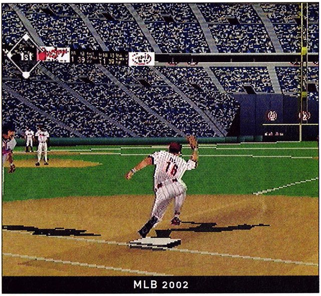
With each new PlayStation release, Lego Media continues to dismantle brick by brick any value held by what should be a great license. First came Lego Racers, a second-rate kart game that let you "build" your own vehicles in a very limited manner. Next was Rock Raiders, an agonizingly atrocious game with no redeeming qualities whatsoever.

While Lego Island 2 (the first was PC-only) is a passable kid game, it too lacks what I'm looking for in a Lego title. Sure, there's a nod toward the notion of rebuilding your town, and the world itself feels very "Lego," but **you never get the chance to enjoy the charms of playing with Legos in a virtual form**. Instead, you run around a few different areas, toss pizzas at evil Lego men, collect Constructopedia pages—and then passively watch as various houses are restored. It's not much fun, and often tedious—with some devastating load times to boot.

What saves Island 2, though, is its **collection of 16 minigames**, including variations on whack-a-mole, a jousting tourney, and even a space asteroid course. They remind me of those simple yet diverting games I used to play on my Commodore 64. Once unlocked, these minigames provide some decent repeat fun for kids, but not enough to make Island 2 anything more than mediocre.

Final Score ●●◖
Gary Steinman

Players: 1
Memory Card: 2 blocks


MLB 2002

MLB 2002

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

You never recognize the importance of pacing in a baseball game until it takes an hour to play nine innings on your PS one. Sure, an hour per nine sounds reasonable, considering real MLB games too often hit the three-hour mark, but in the vid world it's difficult to justify the three seconds a hitter takes before each at-bat knocking dirt from his cleats. And **do I really need to see the catcher toss the ball back to the mound?** I'll trust how it got there to save time, OK? Cut the pageantry and grab-ass.

The pacing of MLB 2002 is certainly its biggest flaw, but there are plenty of others to keep you off the 989 diamond. **The infantile AI is my biggest gripe.** If you're trying to stretch a base hit into a double, there's little risk. You can get to second, realize you'll be tagged out, and turn around without worry! Yes, oh, yes: no risk for your reward. When the fielder runs you back he won't even bother to throw. It's quite nice of him. Some other things of note: With a man on first, fear a base hit to center field. If the fielder has his head on straight he can make a quick strike to second for the easy out. Or even to first, if it's a hit to right field. Just like in real baseball, except not. Also, when you have runners on base they'll run when the ball is hit...and keep on running. Sounds fine, right? Well, not when it's a routine fly ball to the right fielder with nobody out. In fact, it's a real pisser and **it makes the game less credible**.

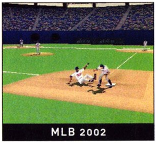
Inconsistent home-run power is also a bother. Little men like Omar Vizquel and Mike Bordick can hit opposite field dingers in the 450-foot range. Yeah, right. One last gripe: **Why, when there is a man on second, does my second baseman cover until the pitch is thrown?** What is this, little league? Well, yes. I guess it is.

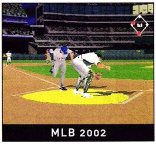
There are parts of the game I like. The Spring Training element is nice. You create a player and send him through spring training to try to get him a spot on the major-league roster. Also, the fielding animations are slick and the graphics are somewhere between High Heat and Triple Play. Unfortunately, tight gameplay isn't part of the equation. If you're hardcore baseball, go with High Heat. If you're a dope, go with Triple Play.

Final Score ●●

Todd Zuniga

EVERYONE E
Players: 1-2
Memory Card: 6 blocks


MLB 2002


MLB 2002

Spec Ops

Spec Ops

Spec Ops: Ranger Elite

Publisher Take 2 Interactive
Developer Zombie
Web Site www.take2games.com

It's no secret that the first Spec Ops was utterly awful—and yet large numbers of you chose to fork out the paltry sum of $9.99 for it. Why? Were you just curious to see how bad it was? Or did you think I was lying when I said, "Unless you're a firearms-obsessed loon or a video game masochist I'd hazard a guess that you'll hate this"? The sequel, unsurprisingly, is no better.

The presentation is fundamentally the same, which is to say that it's **absolutely atrocious**. The graphics are terrible, with objects appearing to be amorphous blobs that represent gritty war environments in something of an unintentionally impressionist style. The animation is dire, and often things look so bad that it's very difficult to see what is going on at all.

My favorite problem concerns the game logic. A big part of the "experience" is the team approach to combat. You present your "buddy" with orders, but apparently **when he fell out of the Stupid Tree, not only did he hit every branch on the way down, but the whole thing fell on him**. Tell him to shoot at something he can see, and he'll open fire even if something's in the way—often emptying the ammo clip of every gun he has into a wall or piece of scenery.

I will be disappointed if if appears in the Top 10 next month, which it no doubt will. Avoid, avoid, avoid.

Final Score ●

John Davison

TEEN T
Players: 1-2
Memory Card: 1 block

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc scor

Game	Publisher	Score	Issue
4x4 EVO	GOD Games	●●●●	44
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aqua Aqua	3DO	●●	42
All-Star Baseball 2002	Acclaim	●●●◖	45
Armored Core 2	Agetec	●●●	39
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
The Bouncer	Square EA	●●●	42
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
ESPN MLS ExtraTime	Konami	●●	44
ESPN NBA 2Night	Konami	●●	42
ESPN National Hockey Night	Konami	●◖	45
ESPN Winter X Games Snowboarding	Konami	●●●	41
Evergrace	Agetec	●●	39
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Gradius III and IV	Konami	●●◖	39
Gungriffon Blaze	Working Designs	●●●◖	39
High Heat MLB 2002	3DO	●●●●	44
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Knockout Kings 2001	EA Sports	●●●●	42
Madden NFL 2001	EA Sports	●●●●◖	38
MDK2 Armageddon	Interplay	●●●◖	45
Midnight Club	Rockstar	●●●●	39
Moto GP	Namco	●●●●	39
NASCAR 2001	EA Sports	●●◖	40
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA ShootOut 2001	Sony CEA	●●◖	44
NCAA Final Four 2001	Sony CEA	●	41
NCAA GameBreaker 2001	Sony CEA	●◖	41
NFL GameDay 2001	Sony CEA	●	40
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rumble Racing	EA Games	●●●●◖	45
Shadow of Destiny	Konami	●●●◖	43
Silent Scope	Konami	●●●	39
Silpheed: The Lost Planet	Working Designs	●●◖	40
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
SSX	EA Sports BIG	●●●●●	38
Star Wars: Episode I—Super Bombad Racing	LucasArts	●●	45
Star Wars: Starfighter	LucasArts	●●●●◖	43
Street Fighter EX 3	Capcom	●●●◖	39
Summoner	THQ	●●●	39
Super Bust-A-Move	Acclaim	●●●	41
Surfing H3O	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●◖	39
Theme Park Roller Coaster	Bullfrog	●●●●	41
Tiger Woods PGA Tour	EA Sports	●●●	44
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Top Gear Dare Devil	Kemco	●●●◖	41
Triple Play Baseball	EA Sports	●●	45
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Warriors of Might & Magic	3DO	●●◖	44
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
World Destruction League: Thunder Tanks	3DO	●●●	42
X Squad	EA Games	●●●◖	38
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS one Review Archive

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●●●●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Board Game: Top Shop	Agetec/A1 Games	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	◖	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colin McRae Rally 2	Codemasters	●●●●●	40
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon World	Bandai	●◖	36
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory: The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33

PS one Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Int.	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Int.	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Int.	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Int.	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Int.	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Puzzle Star Sweep	Agetec	◖	43
Q*bert	Hasbro Int.	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Int.	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel Int.	●●●	41
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●◖	35
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	HotB	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adven.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scrabble	Hasbro Int.	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖28	
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire Int.	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Activision	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Snowboarding	Agetec	●●	43
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Int.	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Int.	●◖	38
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I— Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I— The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKid Co	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom and Jerry in House Trap	Eidos	●●◖	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Int.	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
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Vs.	THQ	●	3
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Int.	●●●●	17
Wheel of Fortune 2	Hasbro Int.	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adv.	Mattel Int.	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖39	
The World Is Not Enough	Electronic Arts	●●●	40
Worms Armageddon	Hasbro Int.	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

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Soul Reaver 2

Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Crash Bash

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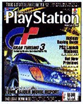

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Demo Disc playables: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan
Video previews: Soul Reaver 2, ATV Offroad Fury, Fear Effect 2

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Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt
Video previews: Twisted Metal: Black, Shadow of Destiny

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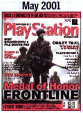

MoH: Frontline

Demo Disc playables: Cool Boarders 2001, MediEvil 2, The Legend of Dragoon, The Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2, *plus* The Bouncer, Red Faction videos!

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Dark Cloud

Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa
Video previews: Aladdin in Nasira's Revenge, Dark Cloud

Featured Tricks & Strategies

DVD Eggs 114
Oni 112
Quake III 114-117
Rayman 2: Revolution 112-113
Simpsons Wrestling 108
Star Wars: Starfighter 115
Tomb Raider Cheats 117
Tony Hawk's Pro Skater 2 116-117
Zone of the Enders 108-113

EXPERT GAMER

Special thanks to Expert Gamer for providing tricks and strategy materials.

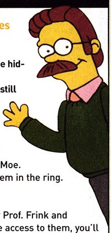
Top Secret Agents

Kenneth "Slim" Miller, Terry Minnich,
Mark Manzo, Phil Theobald

Send us an e-mail telling us what games you want to see in Top Secrets. Otherwise, we'll put what we want. Now get on it! Send requests to ***OPM@ziffdavis.com****.*

SIMPSONS WRESTLING

Letting Springfield crazies into the squared circle



Here's how to unlock all of the hidden characters in the worst wrestling game ever. But it's still the Simpsons. So we couldn't resist printing these groundbreaking tips:

New Challenger Circuit
Defeat Bumblebee Man and Moe. Then you'll be able to use them in the ring.

Defender Circuit
Here you'll be challenged by Prof. Frink and Flanders. If you want to have access to them, you'll have to defeat them.

Champion Circuit
Here's where the real treat rears its head. Once you've cleared this circuit, you'll open up a new mode called Bonus Match Up. You'll be able to fight in any of the arenas and play as any character, including the previously unplayable Smithers and Kang. There's even a bonus ring where you can play as the legendary cat and mouse duo of Itchy and Scratchy.

ZOE

ZONE OF THE ENDERS™

Our only complaint about Zone of the Enders is that it's too short. It has fantastic futuristic visuals, a brilliant story, and the kind of innovation we were hoping for when the PS2 launched. It's a perfect excuse to fill you up on the best tactics and tips to get through the entire game without worry. After all, there are plenty of challenges. Good luck making a mess of the opposition.

ADVANCED CONTROL

Frame Running isn't a simple task, and if you really want to excel at ZOE, it's important to master some of the more subtle techniques. You know how to do the basics, so we've decided to give you a list of tactics to help refine your techniques:

Tips on Moving

grab = get close and hold down ○ button
throw = release ○ button
EXIT: START BUTTON
change throw directions with left analog stick

The Analog Sticks have other uses aside from controlling Jehuty's movements. The Right Analog Stick also controls the Red Sight. This function becomes particularly useful when you're eliminating the Porters that are strewn throughout Antilia. This function is also useful if you'd like to nail an opponent from a distance using the Sniper weapon.

Tips on Dashing

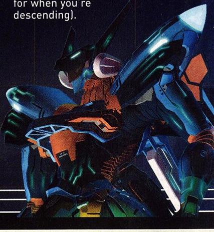
Learning how to use the more advanced aspects of the Dash will require practice. Once you're accustomed to enemy attacks, the next step will be how to properly retaliate. Dashing away as an enemy attacks and then immediately rushing back in with a Dash can let you catch most enemies off guard.

Tips on the Normal Attack

Jehuty has a slash combo attack that consists of four consecutive attacks—jam on the Attack button to produce the series. You may notice that after the fourth and final strike, your enemy will recoil away from you. At this point, if you pause or hesitate slightly, you can start attacking again and the combo animation will begin anew. If done correctly, you can continue to attack your opponent indefinitely without knocking it away. Because most combat situations occur at close range, you should really take the time to master this technique. Be cautious of any other enemies that may be nearby when you're doing this, though—you don't want to get caught off guard.

Tips on the Dash Attack

Jehuty's six-shot Dash attack is useful to an extent, but it only targets one enemy—and it can be blocked. To compensate for this, concentrate on learning Jehuty's more devastating close-combat Dash attacks. There are actually four different attack states: stab slice, horizontal slash and two different vertical attacks: Dash toward the opponent to perform a stab slice (this will leave you vulnerable, though, so be careful); attack while Dashing from side to side for a horizontal slash; and attack while Dashing vertically to produce two different attacks (one for when you're ascending and one for when you're descending).



ATV Offroad Fury

Increase AI Difficulty: From the main menu, choose Pro-Career. Choose an empty slot and then put in ALLOUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass.

Colin McRae Rally 2.0

On the main menu, choose "Arcade" and then pick the mode you want to play. Choose a one- or two-player game and on the driver select screen, access the "Create New Driver Profile" option. After entering any three-letter tag entry you want, put in your name as one of these passwords as shown.

Unlock All Cars: ONECAREFULOWNER
Unlock All Tracks: HELLOCLEVELAND

Fear Effect 2: Retro Helix

To do these tricks, you must beat the game at least once. Next, begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the "Use" command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate these tricks.

Huge Head: 10397
Every Weapon: 11692
Infinite Ammo: 61166

Knockout Kings 2001

From the main menu, choose Modes. On the next menu, choose Career and then pick "New." On the "Name Boxer"

Tips on the Burst Attack

lock-on, change lock-on = L2 button
undo lock-on = L1 button
EXIT: START BUTTON
You are now locking on

Aside from the damage potential associated with the Grab and Throw, Jehuty's Burst attacks are by far the most powerful. One thing to take into consideration is that unless a target is locked-on, the Burst Shot will only fire in a horizontal path. Also of note: The Burst Shot takes nearly two full seconds from the time you press the Attack button until Jehuty actually releases the energy ball. The Burst Slash, on the other hand, takes less than a quarter of a second to complete.

Tips on the Grab and Throw

ENEMY
GEYSER

As the game progresses and enemy levels rise, it will become increasingly difficult to get in close enough to Grab an enemy—Cyclopes especially. One way to get within Grab and Throw range is to throw a few Geysers on the ground and stay low. The enemies will follow you and then be forced to block—this is your chance to quickly Dash in and get the Grab. Once you have the defenseless enemy in your grasps, feel free to Throw at your leisure. But don't just throw your enemy anywhere—you can double the amount of damage you can inflict by tossing the enemy into a structure or another enemy. Although aiming toward a large building or structure is fairly easy, targeting another enemy is not. Instead of aiming manually, press the L2 to switch targeting; once the desired enemy is in sight, release the button to cause mass damage to the two—like killing two birds with one stone.

MASTER CONTROL

General Battle Strategy

Remember who you should attack first. Let's say that a squad has three enemies, one Cyclops, one Raptor and one Mummyhead—that's close, mid and long-range, respectively. The Cyclops is only dangerous in close; Raptors attack both up close and from afar; Mummyheads can only attack with long-range weapons. With that said, always go for the Mummyheads in a squad before you attack the Raptors or Cyclopses. Why, you ask? Well, while you're beating the living daylights out of a Cyclops or Raptor, the Mummyhead can pick you off from a distance; the other two cannot. Once the Mummyhead is out of service, go for the Cyclops. More of a threat than Raptors, Cyclopses can deal some decent damage. Once the two greater threats are out of the way, it'll be significantly easier to take down a Raptor.

Mummy Weapon

Any time you see a question mark "?" next to an area in the global view, you can collect a Mummy weapon in that specific area. Whether or not you do so is entirely up to you. This weapon is great during boss battles, but it's not necessary. One thing to consider is that in the time that it takes you to attain the Mummy, survivors could be harmed or even killed—if you want to take the risk, it's your call.

Auxiliary Weapons

Jehuty's auxiliary weapons are great, but aside from the Sniper, they're not necessary to complete the game. Sure, they make battles easier and a whole lot more fun, but if it sounds like too much work to go get one, we'd suggest you skip it. A few that are worth grabbing are the Geyser, Gauntlet and Comet.

About the Dash and Vulnerability

You'll become temporarily invulnerable immediately after you perform a Dash. This is great when you're surrounded by enemies who are pelting you with everything they've got.

Minimizing Casualties

Although you might be trying to help, you can actually be the greatest threat to the survivors in an SOS situation if you're not careful. Be sure to place the enemy between you and the survivors—this way the enemy will have its back to the survivors and you can control the extent of "friendly fire" by seeing where your attacks are going. This also prevents the enemy's random shots from hitting houses and structures. To be completely cautious, only attack enemies in-close, and don't attack with any special weapons or projectiles—stick with slashes.

Dash 'n' Slash

Take advantage of Jehuty's multiple Dashing attacks by mastering the "Dash 'n' Slash" technique. Simply slash an enemy during close-quarters combat and immediately Dash to the enemy's side or rear. As you know, you can cancel almost any attack by Dashing, so you can continue this dizzying maneuver until the enemy is vanquished. Not only does this give your opponent less time to counterattack, but it decreases your chances of being nailed by another enemy's attacks. Also, because you become temporarily invulnerable after a Dash, you can make short work of large squads (that is, if you can do it right). Mastering the Dash 'n' Slash will take a lot of practice, but it's definitely worth it.

PASS CODES

pass_global: to obtain flight mode module. Use in FACTORY 1.

pass_javelin: to obtain Javelin.drvr. Use in TOWN 1

pass_phalanx: to obtain phalanx.drvr. Use in TOWN 2

pass_antilia: to obtain colony info. For use in FACTORY 1

pass_geyser: to obtain geyser.drvr. Use in CITY 1

pass_halberd: to obtain halberd.drvr. Use in EPS.1.

pass_control1: to obtain Raptor control module. Use in EPS.1. Found in EPS.2

pass_control2: to obtain Raptor control module. Use in EPS.1. Found in TOWN 2

pass_vaccine: to obtain vaccine program. Use in FACTORY 2

pass_decoy1: to obtain decoy.drvr. Use in FACTORY 2 Found in CITY 2

pass_comet: to obtain comet.drvr. Use in CITY 2.

pass_gauntlet: to obtain geyser.drvr. Use in EPS.2.

pass_decoy2: to obtain decoy.drvr. Use in FACTORY 2.

pass_bounder: to obtain bounder.drvr. Use in MOUNTAIN 1.

---

screen, put in any of these names to unlock these hidden boxers.

Play as Joe Mesi: BAILEY
Play as Owen Nolan: OWNOLAN
Play as John Botti: JBOTTI
Play as David Defiagbon: DEFIAGBN
Play as Junior Seau: JRSEAU
Play as Ray Austin: AUSTIN
Play as Steve Francis: STEVEF
Play as Trevor Nelson: NELSON
Play as Ashy Knucks: MECCA
Play as Barry Sanders: MRBARRY
Play as Bernando Osuna: OSUNA
Play as David DeMartini: DEMART
Play as Jason Giambi: JGIAMBI
Play as Charles Hatcher: HATCHER
Play as Chuck Zito: ZITO
Play as David Bostice: BOSTICE

Looney Tunes Racing

Enter these codes from the main menu.

Duck Dodgers: L2, Square, Square, Triangle, Circle, SELECT.
Evil Scientist: Square, Circle, L2, R2, Triangle, SELECT.
Foghorn Leghorn: Right, Right, L2, Square, Square, SELECT.
Genie: Square, L1, R1, Triangle, Circle, SELECT.
Gossamer: Triangle, Circle, R2, R1, Square, SELECT.
Granny: Circle, Triangle, Triangle, L1, R1, SELECT.
Hector: Triangle, L2, L1, Triangle, Square, SELECT.
Pepe Le Pew: Left, Right, R1, Circle, Square, SELECT.
Rocky: Triangle, Left, R2, Circle, Circle, SELECT.
Sylvester: Left, Left, L1, Triangle, Circle, SELECT.
Yosemite Sam: Left, Right, R2, Square, Circle, SELECT.
Wackyland Bonus Level (single race): L1, Circle, Square, R2, Triangle, SELECT.
Planet Y Bonus Level (single race): Right, Left, Triangle, L2, L1, SELECT.
Planet X Speedway (Two-Player VS. mode): R1, Square, Circle, L2, Triangle, SELECT.
Garden Speedway (Two-Player VS. mode): R1, Right, Left, L1, Square, SELECT.
Forest Speedway (Two-Player VS. mode): Triangle, R2, Left, Triangle, L1, SELECT.
Duck Dodgers' Speedway (Two-Player VS. mode): Circle, Left, Square, Square, R2, SELECT.

Mike Tyson Boxing

From the main menu, choose the "World" option. Access the "New Career" option and pick any boxer.

(cont. on page 110)

ZOE

ZONE OF THE ENDERS™

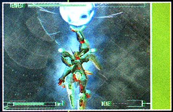
MISSIONS

Hangar

Your first order of business is to take out a Raptor. Any of the Raptors in the area will do—a few well-placed attacks should take one down nicely. Next, collect the Metatron and head for the exit. Once you defeat the random enemies on the outside of the Hangar, you'll encounter Viola. This hard-edged pilot controls Neith, so do your best with standard close-combat slashes and dash slashes—she should go down with relative ease. Next, locate the squad of enemies that holds the Passcode. You can take the time to destroy the remaining squads, but it's not necessary. Once you've attained the Passcode, head for the Local Server; there you will get the global.fcmd. Press START, then select "Area Change" to proceed to the next area.

Go to: S02-Town.1

Once you're in the main global view, you can save your game, so be sure to save before you enter town.



Heading for the outer
the battle zone

Boss: Tempest

Your first real boss encounter should be relatively painless if you follow a few rules. First, stay as far away from Tempest as possible, but try to stay in a reasonable attack range. Second, do not, under any circumstances, attempt to get in close on him.

Dodge Tempest's initial attacks and blast him with a few well-placed Burst Shots until his meter hits half. If this is too much for you to handle, you can always use your Dashing six-shot (it does roughly one-third the damage of a Burst Shot, but it's a heck of a lot safer for newbies).

Tempest will remove his protective face mask when you've inflicted enough damage. At this time he will continue to attack with faster multi-shots. Either use continued Burst Shots (difficult) or Dashing six-shots (not so difficult). When he ascends, prepare a Burst Shot. As soon as you see his attacks coming, release your Burst Shot and immediately scoot out of harm's way. Repeat this pattern until the overgrown Frame is down. One down, three more to go...

SOS RANKINGS

Survivor's Unharmed	Grade
100%	A
99-80%	B
79-50%	C
49-1%	D
0%	E

Structures Damaged	Grade
0-9%	A
10-29%	B
30-59%	C
60-89%	D
90-100%	E

As you play through ZOE, various SOS rescue missions will occur. It's best to tackle these as they appear. Although these missions are not necessary to complete the game, you should consider them part of the game—they can affect your final ranking. As you can see from the table to the left, there are two determining factors in rescue missions: survivors and damage to any surrounding areas. The final score for each of these missions is tabulated using both criteria. Note that defeating enemies and collecting power-up icons can actually reduce the damage percentage you are given. The survivor casualty percentage, however, is unchanged and fixed regardless of what you do.

Go to: S04-Town.2

A few squads in Town 2 are threatening the lives of some Antilians. Make a detour here before you go to Factory 1 so you can help them out. Remember what you've learned and draw the attention of the five squads away from the survivors (two of the four corners of the map are perfect to use for clean-up without fear of harming anyone). You should be able to clear this rescue mission with an A grade. When the threat has been disposed of, collect the Phalanx.drvr at the nearby server, then exit to the global view.

Colony damage increasing
to battle

(cont. from page 109)

When asked to enter your name, enter one of these codes. After entering them, do not choose "End." Instead, press the Triangle button to exit the World Mode.

John L. Sullivan and Docks Stadium: OLD MAN
Jimmy Flex and Club Fud Stadium: CLUBFUD
Invisible Man: GONE
Large Heads: BONGY
Small Heads: BINGY
Large Hands and Feet: STUPID
Stretchy Neck: NECK
Pulsating Head When Punched: OUCH
Head Spins When Punched: HURTS
All Features Back to Normal: NORMAL

Mission: Impossible

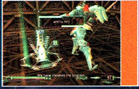
From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

Turbo Ethan: GOOUTTAMYWAY
Stiff as a Board: SCAREDSTIFFF
Longer Jumps: BIONICJUMPER
Slow Motion Mode: IMTIREDTODAY
See FMVs: SEECOOLMOVIE
Developer's Message: TTOPFSECRETT

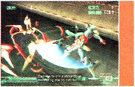
Muppet RaceMania

On the title screen (with "Press Start" flashing), enter the following tricks. You will hear a horn if you entered the trick correctly.

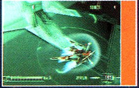
All Courses, Characters and Vehicles (except the secret courses): Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.
Credits/Overhead Courses: Circle, Triangle, Square, Triangle, X, Triangle, Square, Circle, Triangle, X. Access the options screen and then choose "The End." While the credits are scrolling, press START and you will be able to choose from six overhead courses!
Arches Course: Square, Circle, X, Circle, Square, Triangle, Circle, X, Circle, Triangle.
Fraggle Rock Course: X, Square, X, Square, X, Square, Triangle, Circle, X, Square.



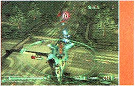
Go to: F06-Factory.1 Your first order of business in the factory is to get the Passcode from the squad of Raptors. Once you've beaten them down, you will gain the pass_antilia—useful for colony information. The other end of the Factory holds the antilia.info file that you need. Once you've completed your objectives, you can exit this area or stick around and try to gain some experience by fighting the random enemies.



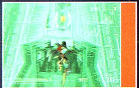
Go to: S02-Town.1 Make a stop at Town 1 to save the lone survivor and destroy remaining enemies (any damage that occurred during your battle with Tempest will have carried over—you may not have noticed before since there weren't any people around). If you haven't collected any items, like the Passcode, for the Javelin.drvr., do so now. Then exit and head to City 1.



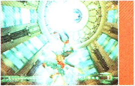
Go to: D07-City.1 The forcefield here prevents you from doing much, but you do have to go to this area. Take out some of the enemy squads, then exit and head back to Town 2.



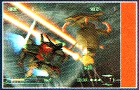
Go to: S04-Town.2 Destroy the six Porters (the little purple floating things) that are casting a Vector Trap. Now you'll get the Sniper weapon. Before you attempt to destroy the Porters, however, it'd be wise to take out any enemy squads. Once you've unlocked the Vector Trap and collected the Sniper, exit back to the global view.



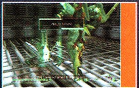
Go to: 007-City.1 First, destroy all enemies you can, then clear the tower's base. Random enemies will try to hit you while you're busy doing your business, so be careful. When the coast is clear, use the Sniper to nail the white pods at the base of the tower—this clears the forcefield. Get the pass_geyser and the geyser.drvr. This weapon destroys the Raptors—particularly in enclosed areas like tunnels and cities.



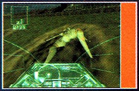
Go to: EPW-EPS.1 Take out all enemies in these areas except those listed as UNKNOWN. After most of the battlefield has been cleared, take out all the Porters in the area. This releases the pass_halberd, which can be used to gain the Halberd.drvr at the local server—now take out the remaining enemies to earn some ammo. Once you have the Halberd.drvr, enter the tunnels. You will battle an enemy in every room, so equip the Geyser for this area. Throw some down right before you enter a room. When the path forks, ignore the right passage. You will come to a large room with the EPS generator. Use your Burst Shot to take it out—two shots should do it. Exit and enter Town.1



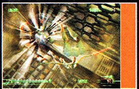
Go to: S02-Town.1 When you enter the town you can, as usual, take out the trash or simply take out the squad with the pass_control2. The squad won't lose easily—three Mummyheads will do their best to stop you. When you're done playing, head back to EPS 1.



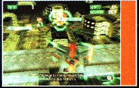
Go to: EPW-EPS.1 Now we're in business. You've got almost everything you need to take down that darn EPS. Go back to the tunnel and take a right at the fork this time (you can find the rapt_ctrl.fcmd at the dead-end room). Now you can control a Raptor, which should let you pass right through that forcefield—something that Jehuty can't do. Exit the tunnels and head for Town 2 in order to find your Raptor.



Go to: S04-Town.2 Remember where you found that Sniper weapon? Well, if you noticed before, there was a downed LEV and Raptor in that area, and they haven't moved. This is your ticket to the EPS generator. Once you're within range, ADA will begin the necessary changes for you to be able to control the Raptor. The Raptor you'll control will be transported to EPS.2, so you'll automatically take it over.



Go to: EPE-EPS.2 Try to avoid any battles on the surface and just go back to the tunnels. The Raptor will pass through the forcefield effortlessly. Like before, these tunnels hold enemies at every turn—use the Raptor's unlimited Geysers and you should do OK. Take the right path when the tunnels come to a split and you'll come to a room that has a server that holds a detector.fcmd (having the detector.fcmd will let you see the Porters that are in this area so you can destroy them and get the Metatron). Next, head back to the other tunnel path you didn't venture through. You'll reach a dead end, but ADA will detect a weak point in the wall that you can use to create an opening. Inside, one shot of the Raptor's Burst Shot should take out the EPS generator. After this, you'll take control of Jehuty again.



Go to: S11-Town.3 Before saving the people of Town 3, you can make a quick trip to Town 2 to get the very rare Mummy weapon. Otherwise, make way for Town 3. There's a ton of enemy squads here waiting to blow things up. You need to work quickly and effectively if you plan to score an A grade. It won't be as easy gathering all the enemies into one spot, so you'll need to make surgical strikes in order to clean parts of the town little by little.

Studio Course: Square, Square, Circle, Circle, X, Circle, Triangle, Circle, Triangle, Square.

NASCAR 2001

From the main menu screen, choose Options. On the options menu, choose Credits. On the credits menu, choose Development. Now you must wait for the FMV to end. When the credits are scrolling, you can enter any one of these tricks.

Asher Boldt Driver: While holding L2, press Square, Circle, Triangle, X.

John Andretti's Other Car: While holding R1, press Square, Triangle, Square, Triangle.

KC Monoxide Driver: While holding L2, press Square, Circle, X, Down, Up, Right, Left.

Shorty Leung Driver: While holding R2, press Square, Circle, X, Up, Down, Left, Right.

Jocko Michaels Driver: While holding L1, press Square, Triangle, Square, Circle, Square, X.

Treasure Island Course: While holding L2, press Square, Circle, Square, Up, Up, Down, Up, Left, Right, X.

Proving Grounds Course: While holding R1, press Left, Circle, Up, Down, Right, Right, Right.

NBA Hoopz

On the "Tonight's Matchup" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code. (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times and then press Up.)

ABA Ball: 1-1-1 Right
Show Hotspot: 1-1-0 Down
No Goaltending: 4-4-4 Left
No Fouls (2P must agree): 2-2-2 Right
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Beach Court: 0-2-3 Left
Granny Shots: 1-2-1 Left
No Hotspots (2P must agree): 3-0-1 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
Tiny Players: 5-4-3 Left
Show Shot Percentage: 0-1-1 Down

(cont. on page 112)

ZOE

ZONE OF THE ENDERS

Go to: D08-City 2 Well, it seems like there's some good news and some bad news. The good news is that there's a ton of survivors and only a handful of enemies. The bad news is that one hit and Jehuty is out like a light. Take out the lone Cyclops, then head for the two Raptors. Leave the set of Mummy Heads for last—they can cause the most trouble. If you manage to make it out alive, you can concentrate your efforts on the Porters—the pass_comet is yours when they've been destroyed. Grab the Comet.drvr and head outta here.

Go to: F09-Factory 2 Jehuty won't be feeling too hot on account of that Virus, so don't get into any battles. Instead, head for the underground portion of the Factory. Once inside, you will battle a single Raptor. Hopefully, he won't get the best of you and you'll get the pass_vaccine. Use this on the server below to get the vaccine.exec, and ADA will fix up Jehuty good as new.

Go to: D07-City.1 This is your last rescue mission. You need to attack as quickly and precisely as possible. Always get enemy attention away from the structure. If you face the tower, this battle should be easier. Fight in close and take out any long-distance enemies first—you need to really work them on this one. For some reason, even when you're in attack range, some of the enemy will want to continue destroying the structure (and survivors within) before they try to fight you. Scoring an A on this one shouldn't be too challenging.

Go to: D08-City 2 A squad in the far corner has the pass_decoy1 you're looking for. Be sure to grab the comet.drvr if you haven't already done so, as this weapon makes your upcoming boss encounters a bit easier. When you've completed everything here, exit to the global view.

Go to: S11-Town.3 You need to get in and out of here. The enemy squads in this area must have watched too much Metal Gear Solid, because they're sporting the same stealth effects. It's no use fighting here; you can't get a lock on anything.

Go to: EPE-EPS.2 You're almost there. Go back to the tunnels in EPS 2 to face the Raptor that you had previously controlled. Beat him to get the detector.fcmd—now you can spot those invisible enemies back in Town 3. Before you do that, destroy the Porters outside of the tunnel to earn the pass_gauntlet.

Go to: S11-Town.3 You'll have to defeat a few squads in order to attract the attention of the enemies that have the Passcode you're looking for. Once you get the pass_decoy2, you're good to go. You can head out or clean house. When you're done, go back to the Factory 2.

Go to: F09-Factory 2 Equip the Sniper weapon and take out all the Porters. The Sniper can nail every Porter from your default position. When the Vector Trap has been released, don't grab the item; instead head to the local server and get the decoy.drvr. Now go get the Decoy ammo—that's what was released by the Vector Trap.

Go to: P13-Park 1 Here's the big bad boss that couldn't be defeated. There's only one enemy in the Park...

Boss: Tyrant Deal with Tyrant like you did Tempest—wait and nail him with a Burst Shot. Be aware that his Lock-On laser blast does big damage. When you see the red sight lock-on to you, use the Decoy and move out of the way fast. When he's been taken down to half of his life, he'll begin to rush you with an invincible attack. You'll only be able to attack after he turns around. Use dashing six-shots or Comets.

Go to: MTN-Mountain 1 Before entering the Mountain, go to the Park to get your Mummy weapon. Once inside the mountain, go to the left. At the end of this route you'll find the pass_bounder—Jehuty's last weapon. Don't waste your time looking for the bounder server; it's right above the Passcode. Continue back to the starting point and take the other path. You'll get lots of experience.

(cont. from page 111)

Away Uniform: 0-2-4 Right

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Oni

In the middle of the game, press the SELECT button. Move down and highlight the "Help" option. Now press L2, L1, L2, Square, Circle, Square. This is the first part of the codes shown below. After entering this part first, put in the rest of the codes as shown below for these results.

[Note: The L3 and R3 commands are performed by pressing in the left analog stick for L3 and pressing in the right analog stick for R3.]

Mini Me: L3, R3, Square, Circle.

Huge Heads: START, Square, Circle, START.

Stronger Hits: R3, L3, Circle, Square.

Get Big: R3, Square, Circle, L3.

One Hit Kill: L3, R3, Circle, Square.

All Ammo and Hypo: Circle, Circle, Circle, R3.

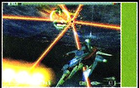
Infinite Ammo: L2, L2, L1, L3.

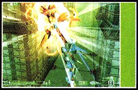
Invisibility: L1, R3, L2, L3.

Rayman 2: Revolution

Menu Cheat: First, you must get to at least one save point in the game, or load a saved game. Then press START to pause. From the main menu, access the "Sound" option.

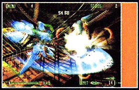
Boss: Nebula Nebula is by far the fastest boss you've faced yet. His attacks and formations resemble those of Tempest, but on a higher level. You'll have limited time to hit him after he swoops in. Use a quick weapon to peck away—once you've gotten him down to half, he'll slow significantly, but will attack tenaciously. In his second form attack his head until his tail becomes vulnerable. His tail is his weak point; once it is on a Lock, use Comets, Bounders, Gauntlets, kitchen sinks—whatever you can throw at it. Once again, be patient; Nebula can dish quite a bit more damage than you can, so you need to play smarter.

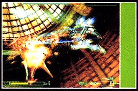




Boss: Neith This is it: Viola is back to exact revenge. She is quick, but nothing you can't handle, particularly if you've got a good amount of ammo on your side. Don't worry about being locked-on in her field—you'll automatically break free. Try to stay on the offensive. She likes fighting from a distance and using long-range weapons against you, so if you don't let up and barrage her with projectile attacks and the Dash-N-Slash, she should be done in no time.

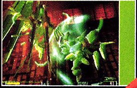
Go to: HUB-Hub 1 You've gotta disarm four bombs to save the Colony. It won't be easy—you'll have your hands full with some pesky enemies. ADA will scan for bombs while you fight. When she has located a bomb, you will have 60 seconds to disarm it. To disarm a bomb, Lock-On and Grab it like you would an enemy, but do not release. When four bombs have been disarmed you will face...

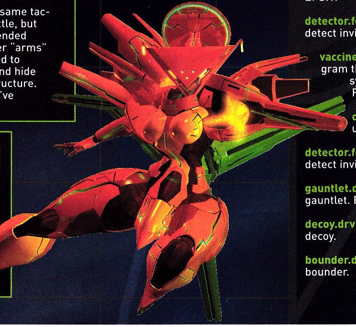




Boss: Neith Use the same tactics, as in the first battle, but watch out for the extended reach. She can use her "arms" like a whip. If you need to heal, use a Mummy and hide behind the central structure. Throw everything you've got at her.

Boss: Anubis This isn't much of a battle—Anubis outguns you in every respect. To make it out alive, Dash away until Atlantis gives you a hand. Although we wish there were more to it, Anubis is unstoppable. Just avoid dying, and wait for time to run out.





programs

Monitor.fcmd: Scouting module that can open the Command Menu. Found in FACTORY 1.

global.fcmd: Flight mode module that can select the Area Change in Command Menu. Found in FACTORY 1.

javelin.drvr: Device driver for the use of javelin. Found in TOWN 1.

phalanx.drvr: Device driver for the use of phalanx. Found in TOWN 2.

antilia.info: EPS systems data that contains power supply facility info., etc. Found in FACTORY 1.

geyser.drvr: Device driver for the use of geyser. Found in CITY 1.

halberd.drvr: Device driver for the use of halberd. Found in EPS.1.

rapt_ctrl.fcmd: Raptor control module that can control the uncontrolled Raptor. Found in EPS.1.

detector.fcmd: Anti-Stealth module that can detect invisible objects. Found in EPS.2.

vaccine.exec: All-purpose vaccine program that can detect and exterminate system-infecting virus. Found in FACTORY 2.

comet.drvr: Device driver for the use of comet. Found in CITY 2.

detector.fcmd: Anti-Stealth module that can detect invisible objects.

gauntlet.drvr: Device driver for the use of gauntlet. Found in EPS.2.

decoy.drvr: Device driver for the use of decoy.

bounder.drvr: Device driver for the use of bounder.

On the sound menu, highlight the Mute option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2. The "Menu Cheat" will appear with items that you would normally have to purchase in the game.
Bonus Mini-Games: After you load up the game and choose your language, go to the main menu and access the options. From the options menu, access the "Language" option, and then choose "Voices." On the voices menu, highlight the "Raymanian" option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Silent Scope

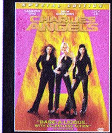
On the mode select screen, enter these cheats as shown.
Professional Mode: Hold the R1 button and quickly press START, START, START, START.
Night-Vision Mode: Hold the R1 button and quickly press START, START, START, START, START.
Professional Night-Vision Mode: Hold the R1 button and quickly press START, START, START, START, START, START.
No Crosshair: Right, Right, Right, Square. You will hear an explosion when entered correctly.
Romantic Mode: Left, Right, Right, Square, Triangle. You will hear "Wow!" when entered correctly.
Super-Fast Professional Mode: Down, Triangle, Up, Square, Triangle, Down, Right, Down, Right, Square, Triangle.
Mirror Mode: Left, Left, Right, Square, Down, Down, Up, Triangle, Up, Right, Down, Up, Left, Down, Square.
No Scope: Right, Down, Right, Square, Right, Down, Right, Square.
Hidden Mode (All enemies are invisible): Right, Down, Right, Square, Up, Square, Square, Triangle, Down, Right, Down, Right, Square, Triangle.
Night Mode: Up, Right, Down, Left, Up, Square, Triangle. You will hear "Silent Scope" when entered correctly.
First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.

(cont. on page 114)

DVD EASTER EGGS

Fast Times at Ridgemont High: Special Edition DVD

Everyone loves classic quotes from classic flicks and this DVD supplies both. If you're a *Fast Times* lover, this egg will come in extra handy. Almost every selection screen has a small drawing of two foot marks. If you go to it you'll get some classic quotes from the movie.



Charlie's Angels DVD

We won't poke fun if you bought this DVD. Though some think the movie is awful. But if you've learned what we already knew about the movie's quality, but are still saddled with the DVD, we offer hidden extras to make you feel better. There are three, but we'll only lead you there. We don't want to ruin them.

#1. On the first Special Features page you'll need to move Down to Getting G'd Up and press the Right arrow. A small rectangle will appear on Cameron Diaz's belly. Press Select.

#2. On the second Special Features page, scoot Down to "Wired Angels." Then push the Left arrow. A small rectangle will show up on funnyman Bill Murray's chest. Press Select.

#3. On the last Special Features page just mosey on Down to the Back Arrow and push the Right button. A small rectangle will appear over Sam Rockwell's eyes. Press Select.

Leaving Las Vegas DVD

All right, this is the saddest movie ever. We understand why you'd have it in your collection. We know it's great. But if you're looking for a little more than depression, we might be able to help. On the Main Menu screen you can cycle around, but once you get to Play, don't press Up or Down. Instead, press Right. The cursor will move over to the playing cards which will allow you to see other famous actresses (Ivy League Grads) who have played prostitutes on the silver screen. Good stuff.

For Love of the Game DVD

If you're a fan of baseball or cheesy romantic flicks, you probably got sucked into this one. Well, there's something cool hidden on the DVD, it's a 10-minute movie starring Babe Ruth. Here's how to find it: Go to Bonus Materials and choose On The Mound to take a quiz. Retry until you answer all questions correctly. Can't do it? Here we list the questions and their corresponding letters/answers: 1-C, 2-B, 3-C, 4-A, 5-B, 6-A, 7-C, 8-C, 9-B, 10-C, 11-A, 12-A

After that you'll be treated to a black-and-white film of the greatest baseball player ever to grace a diamond. Good stuff.

American Pie: Special Edition DVD

Now this is film! Watch the commercial for the soundtrack and immediately after you'll be able to find the hidden music video of "You Wanted More" by Tonic. Pretty cool.

QUAKE III REVOLUTION™

Basic Basics

KEEP MOVING

Regardless of whether you're playing against the CPU or another human, you should always be moving. Moving around makes you considerably harder to hit, and it keeps you close to the action. The only times you'll want to stand still are if you're guarding your flag in a CTF game or hiding in a Possession game (but we'll get to these later).

You fragged Hossman

CAMPING

Camping is frowned upon by other Quake players, but when you're playing against the CPU, who cares? If you find a good spot with a Rocket Launcher, Red Armor or some nice power-up, feel free to camp there and pick off those pesky bots as they come running in. If you know the bots' path well, you can camp even better.

The Power-Ups

The **Battle Suit** prevents you from taking any environmental damage (such as lava damage), and (more importantly) it protects you against splash damage. If you have the Battle Suit on, you'll have to be hit dead-on by a weapon to get hurt.

The **Megahealth** doesn't affect your character or weapons. Instead, it simply adds 100 to your current health (even past your max health). When combined with some red armor, the Megahealth can make you almost invincible for a short time.

Haste is a perfect counterpart to Quad Damage. When you have the Haste power-up, your movement speed and rate of fire on all weapons will increase.

The **Double Haste** has the same effect as Haste, just that it's twice as fast, too fast, even. With Double Haste, the Rail Gun becomes a weapon to be feared.

Invulnerability is also a carried power-up. It's a pink energy field to make you immune to any damage. But, you can't move while the power-up is in effect. Bummer.

Just as the name implies, **Double Damage** will cause your weapons to cause two times the damage they usually inflict.

While you possess **Quad Damage**, all your weapons will do four times their usual damage. If someone else has the Quad, try to find a safe area to duck into for a bit to let it wear off.

The **Medkit** is a carried power-up. If you die without using it, you'll lose it. Using the Medkit will instantly increase your life to your maximum.

The **Personal Teleporter** is another carried power-up. When activated, the Teleporter will instantly transport you to a random location on the map.

Invisibility makes you invisible. That's why we stay up all night writing these strategy guides. Don't get too close to your opponents, however, since it's possible to see a faintly blurred image of your character.

Regeneration has the inverse action of the Megahealth. Instead of instantly increasing your health, Regeneration gradually increases your life until you reach your absolute max health.

The **Kamikaze** is a carried power-up. When activated, you'll detonate your character in a blaze of glory, taking out any players unlucky in the surrounding area. Unfortunately, you'll die, too. Oh well.

(cont. from page 113)

No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.

Half of Life for 5 Seconds: Pause during play and press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

5 Seconds for Half of Life: Pause and press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up.

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.

All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Star Wars: Demolition

On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a sequence of cinemas. Press X to get past the cinemas

Know Your Weapons

Every weapon can be useful in at least one situation. It's important to know which weapon you should be using at any given time. Yeah, it's tempting to use the Rocket Launcher all the time, but if you're in close quarters, you'll end up hurting yourself if you fire off a rocket. Make sure to check the weapon list on the following pages to gain an understanding of the uses of each weapon.

The **Gauntlet** is one of your default weapons and has no ammo. True, the Gauntlet gives you that satisfying "HUMILIATION" kill if you manage to frag someone with it, but that's not an easy task. The best time to use the Gauntlet is when you have the Quad. One-hit kill, baby!

Your other default weapon (besides the Gauntlet) is the **Machinegun**. Typically, you won't get many kills with the Machinegun due to its low damage.

Ah, the **Rocket Launcher**, always a fan favorite. The Rocket Launcher does great damage, but the rockets are slow. Against bots, you'll always be pretty effective if you can anticipate their path. However, against humans, you'll have to think more carefully. Aiming for a person's feet makes it harder to dodge.

The **Railgun** is a sniper's dream. If there's a player in your sights when you pull the trigger, they're toast (barring heavy armor). If you're going to camp, the Railgun is the perfect tool. However, you can also use it as a standard weapon if your aim is good enough. The Railgun is also the one weapon you'll want to avoid using if you have the Quad (since it gains no practical benefit).

The **Prox Launcher** (short for Proximity Mine Launcher) is a fun weapon, but you won't find it on many maps. Another problem is that it only starts with five mines and ammo is scarce. When you fire the Prox Launcher, it shoots out a mine that stays wherever you shoot it. If a player (including yourself) moves near the mine, it explodes.

You'll only find the **BFG10K** in a few maps. The reason is that it changes the flow of the game when someone gets it. The BFG10K is very accurately described as a cross between the Plasma Gun and the Rocket Launcher (with the rate of fire of the Plasma Gun and damage of the Rocket Launcher). If you get your hands on it, you're going to get lots of easy frags.

The **Grenade Launcher** is the most powerful weapon in the game if it hits head-on. Typically, however, you'll do most of your fragging with splash damage. The Grenade Launcher is ideal for taking out groups of people quickly, especially in a small room. You can also drop grenades over ledges or through holes to frag unsuspecting players in the room below.

The **Nailgun** is an odd mix of the Rocket Launcher and the Shotgun. It fires a slow-moving group of nails that don't spread out. Each nail does decent damage, and it's easy to land multiple nails. Unfortunately, the Nailgun does no splash damage.

The **Shotgun** is another weapon that's useful in close quarters. At close range, the Shotgun will kill in one hit (unless your opponent is heavily armored). In a large group, you can often get multiple frags in one shot if you stay at medium range and fire away.

The **Lightning Gun** can do damage very quickly, but only if your aim is excellent. Sweeping with the Lightning Gun won't do much damage. Instead, you'll need to consistently keep the weapon on your opponent to take him down. The Lighting Gun can be very effective in hallways (since your opponent has to move in a fairly straight line). It also has short range.

Decrease the rate of fire and increase the damage of the Machinegun and you get the **Plasma Gun**. Like the Machinegun, the Plasma Gun is good for sweeping a room to take out multiple players but it does considerably more damage and can be used as an effective general-use weapon as well. If your aim is decent, the Plasma Gun should be one of your primary weapons.

The **Chaingun** is a souped-up version of the Machinegun. The Chaingun has an insanely high rate of fire, making it ideal for medium-range combat or clearing a room quickly. The main drawback to the Chaingun is that it shoots so quickly that your ammo will be depleted in only a few seconds. Make sure to fire in short bursts unless you've got another player's square in your sights.

Nailgun

Grenade Launcher

Railgun

Machinegun

Shotgun

Chaingun

Lightning Gun

Gauntlet

Plasma Gun

Prox Launcher

BFG10K

Rocket Launcher

you don't want to see.

Unlock Winner FMVs: MOVIE SHOW
Unlock Loser FMVs: SAD MOVIES
Hidden Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as WATTO_SHOP and then press X to accept it. Now go back to the main menu and choose a one- or two-player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters: Lobot, Boushh and Darth Maul.

Star Wars: Starfighter

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

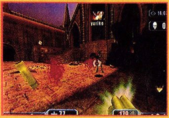
Unlock All Levels: OVERSEER (This will give you everything except the bonus multiplayer missions.)
Bonus Multiplayer Missions: ANDREW
Secret Ship for Bonus Missions: BLUESNF
Disable Cockpit Display: NOHUD
Ship and Cast Pics: HEROES
Preproduction Art: PLANETS
Pictures of Simon: SIMON
Development Team Pics: TEAM
View Credits: CREDITS
Invincible Mode: MINIME
Jar Jar Mode: JARJAR (This will reverse your ship's controls.)
Director Mode: DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)
Christmas FMV: WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

Super Bust-A-Move

Secret Characters: On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode at the Game Menu screen. Fungila and Katze will now be available.
Another World: On the title screen

(cont. on page 116)

The Matches



Single Weapon Deathmatch

As the name indicates, Single Weapon Deathmatch is a normal Deathmatch except you only have the use of the Gauntlet and one other user-specified weapon. If you pick a powerful weapon, it can be fast and furious. Or, you can try picking an unusual weapon like the Grenade Launcher for a lengthier experience. Or you can pick the Rocket Launcher and watch things get messy.

Elimination

Elimination is found in campaign mode, and is always at the end of each tier. In a standard Elim game, you'll face one or more opponents at a time. Typically, you have only 10 lives and your opponents have three lives each. Whenever you frag a player three times, they are eliminated and replaced with another player. If you can defeat all the players without losing all of your 10 lives, you'll win the match.

You fragged Orbb

Capture the Flag

Capture the Flag (or CTF, as it's often called) has always been a fan favorite in the FPS community. Standard CTF is always played with teams, so you'll either need to round up some friends or pick out your favorite bots. The basic object is to infiltrate your opponent's base, steal their flag and return it to the flag at your base to earn a capture. However, you also have to defend your own flag to stop the opposing team from capturing it. The bots tend to be a bit dumb when it comes to CTF, so set their difficulty level a bit higher than you would for a Deathmatch game.

Team Deathmatch is a fun alternative to standard Deathmatch. It's just like Deathmatch, except that you have one or two teammates and your frags are all combined to form your score. Since you're not just concerned with your own life, you'll want to assist your teammates if they're in trouble. It's a little hard to work together if you're teamed with bots, but if you have human friends to play with, Team Deathmatch can really be a lot of fun.

Kills vs. Time

Kills vs. Time is a special name for a Deathmatch with a short time limit. You'll only find this type of game in the single-player campaign. Your strategy should be pretty much the same for Kills vs. Time as a normal Deathmatch, just make sure to keep active—you can't afford to wait around while your opponents come to you.

Neutral Flag

Team Possession

If you get the flag, you can try to hide, but if one of your teammates gets it, you'll want to help out. Stay with the flag-carrier and act as a bodyguard. If the opposing team does manage to kill the teammate of yours who's carrying the flag, pick it up and get out of danger.

Skirmish

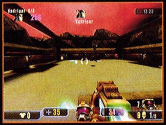
Skirmish is very much like standard Elimination, except you only fight a small number of opponents at a time. Once you've eliminated them, you'll move onto another map where you'll face a new set of players. You'll keep any power-ups and armor you had in the map before, but the weapons available in the new map may be totally different from those of the map you just completed.

You fragged Hunter

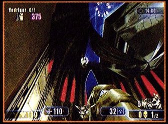
Possession

If you've ever played "kill the carrier," then you know what to expect from a Possession game. Each player tries to grab and hold onto a neutral flag for as long as they can. There are no bases, and it's every man for himself. The time you hold the flag is cumulative, however; which means if you have to hold the flag for one minute to win, you can hold it for 40 seconds, lose it, then hold it for another 20 seconds to win. Possession is the time to let your camping skills shine. If you get your hands on the flag, find a nice place to hole up and hide. Even if you can't stay there long, it's OK—every second you can get is important. Obviously, if you're playing against another person, you can't really hide, since your friend can check your screen to determine your location.

FIGHTING VADRIGAR



Vadrigar is the boss of Quake 3 Revolution, so naturally, he's much stronger than any normal player. You actually fight Vadrigar twice—first at the end of the Skirmish in Tier 4 and again at the end of Tier 5 in a special one-on-one match. Any time you fight Vadrigar, his hit points are shown in purple at the upper-left corner of the screen. He will collect weapons, life and armor just like a normal player, so treat it like a hardcore one-on-one deathmatch.



When you fight Vadrigar at the end of Tier 5, you'll play on a special map created just for this purpose. Vadrigar will start the match encased in a protective shield at the top of the map. This shield allows him to shoot out, but won't let you shoot in. To remove the shield, destroy the three shield generators high above the map, on the walls. Once the shield is out of the way, you can get a clean shot at Vadrigar. Fortunately, you will always respawn with a BFG10K on this level. You can find ammo along the bottom of the map. Stay on him as much as possible or he'll refill his life with the orbs on his platform.

(cont. from page 115)

(where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

Theme Park: Roller Coaster

These tricks are entered while playing the game. You will hear a sound when they are entered correctly (make sure you don't pause before entering them).

255 Golden Tickets: Up, Down, Left, Right, Circle, Right, Left, Down, Up, Circle. (Press this button combination a total of four times to make it work.)

Free Purchases: Left, Down, X, Circle. (Press this button combination a total of eight times to make it work.)

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks is entered correctly.

Low Gravity: X, Square, Left, Up, Down, Up, Square, Triangle.

Slow-Motion Tricks: Circle, Up, Triangle, Square, X, Triangle, Circle.

Wire Frames: Down, Circle, Right, Up, Square, Triangle.

No Texture Maps: Down, Down, Up, Square, Triangle, Up, Right.

Flashing Ramps: Down, Up, Square, Circle, Up, Left, Up, X. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.

Floating Skater: From the main menu screen, press and hold the L1 button. While holding it, press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the

The Combatants

SARGE

Sarge is the most well-rounded character of the bunch. If you're new to Quake 3 (or first-person shooters in general) or just want a character who can adequately handle any situation, Sarge is your man. Even though his maximum stats are all pretty similar, his strengths do lie more in the power department (both offensive and defensive) rather than speed. As a result, you'll want to concentrate on fragging rather than escaping when playing as Sarge.

KLESK

Klesk is a murder machine. His attack power is high to begin with and becomes downright frightening as you progress through the game. To balance out his stats, his max health is the lowest of the characters. Because his speed isn't very high, you'll want to stick to weapons with a high rate of fire. This way, you'll increase your number of hits, and each hit will do devastating damage. Keep armored up and stay on the move.

ANARKI

Anarki is pretty much the exact opposite of Klesk. His attack power is lowest, but his speed is the highest (due to his unfair advantage of riding a Hoverboard around). His high speed not only affects how quickly he moves around, but also his rate of fire. As a result, you should make use of the slow and powerful weapons to destroy the competition. Anarki even has a decent max health rating. Pick up a Haste power-up and his speed really becomes crazy.

DAEMIA

Even though you'd think Daemia would be a great contender in the arena because of her high health, it doesn't really make that big of a difference. Sure, you can take more hits without getting killed, but considering how much damage most weapons do, all that really means is you'll get killed in three tenths of a second instead of two tenths of a second. If you're the type of player who likes to charge head-first into battle, Daemia can work well for you, though.

DOOM

If you ignore Doom's armor max, his stats are average at best. The high armor is great if you can actually collect that much, but armor is pretty rare. By the time you get enough armor for his high max to make any difference, you could have fragged up a storm with one of the other characters. He's especially bad on CTF levels where you don't have time to get armor and his low speed makes it difficult for him to escape with the flag.

middle of the game, press X to jump and then hold X in the air to start rising up! Hold Triangle to hover above the ground. Use L1 and R1 to strafe left and right. Use L2 and R2 to turn completely around. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press X and then hold X again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!

LARA'S CORNER

Five, count 'em five Tomb Raider games with more to come. Here are a few tricks, some useful, some cool, for all the Lara Croft that's already on store shelves.

Tomb Raider: Chronicles

Unlock Unlimited Health, Ammo and Weapons
While playing Chronicles, press Select to bring up your inventory screen for this cheat. Highlight the Timex and hold Up + R1 + L1 + L2 and Circle then press Triangle. Perfect if you're having trouble.

Tomb Raider: The Last Revelation

All Secret Items Unlocked: First thing: Face north on the compass. Highlight the large medipack and hold L1, L2, R1, R2. Press Down, then triangle. Voilá!

All Weapons: Have Lara face exactly north, again. Dive into the inventory and go to the small medipack, and hold L1+L2+R1+R2+Up, then press Triangle, right as the compass hand points north. Close the inventory screen, then reopen it to see all the happy new weapons.

Tomb Raider III: Adventures of Lara Croft

All Secrets and Keys: While playing press L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2.

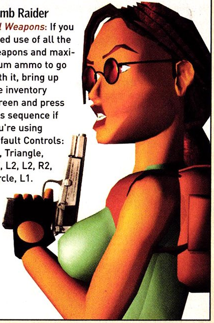
All Weapons, Medkits, Flares and Save Crystals: While playing press L2, R2x2, L2x4, R2, L2, R2x2, L2, R2x2, L2x2, R2, L2x2, R2.

Tomb Raider II

Exploding Lara: Here's a wild trick that makes for an interesting gaming moment. While playing, sidestep Left, then Right, then Left, then hold walk and step Forward, then step Backward. Finally, turn Lara around three times in any direction, then jump forward and while in the air press the Roll button. Blammo!

Tomb Raider

All Weapons: If you need use of all the weapons and maximum ammo to go with it, bring up the inventory screen and press this sequence if you're using Default Controls: L1, Triangle, R2, L2, L2, R2, Circle, L1.



SOUNDS FAMILIAR...

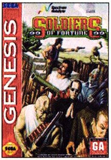
Sometimes game titles seem to borrow from the past

Every now and then a game comes along that makes you think back to the good ol' days. Not because it's reviving a long-dormant series of your youth or prompting some other form of nostalgia. Rather, the game's title rings a bell—you've heard it or something very close to it before. Below, we've included a few recent and upcoming examples.

Soldier of Fortune

(Majesco, coming in September)

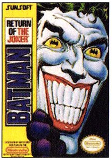
This first-person shooter makes us think back to the Genesis/SNES days, when powerhouse publisher Spectrum HoloByte (who since turned into Hasbro Interactive) released the similarly titled Soldiers of Fortune for the 16-bit systems. As indicated by its moniker's plurality, the latter involved six fictional mercenaries (not one *real* such person, as in Majesco's) in a top-down shooter of a quest to stop an evil scientist from turning people into wolves. For some reason, it's not considered a classic.



Batman Beyond: Return of the Joker

(Ubi Soft, November 2000)

Before Ubi Soft unleashed the worst game of 2000, Sunsoft used its early-'90s Batman rights to release the "Beyond"-less Batman: Return of the Joker on NES and Game Boy. Aside from the different man wearing each respective pair of tights, there's one easy way to tell the games apart: Sunsoft's was good. Even though it was basically a gun-based shooter (something to make diehard Batfans cringe), the NES version featured some of the best graphics of any 8-bit title.



Star Wars: Starfighter

(LucasArts, February 2001)

By now, you might have heard about LucasArts' legal troubles with 3DO. You know, how Army Men Central has filed a lawsuit against them, citing that Star Wars: Starfighter infringes upon everything 3DO has done to build up its "big" Star Fighter brand. (Yeah, we think it's funny, too.) You might remember the 3D space-combat game that is Star Fighter on PlayStation back in 1996 (or, more likely, you don't), but that was just a port of the 3DO system's version, which is generally considered one of the console's best.

But it doesn't end there. We've dug deep and found even more such titles out there. Way back in 1980, for instance, a company called Ace Vending released a little-known arcade game called Star Fighter, which apparently played a lot like a Space Invaders or Galaxian.

And who can forget the fictional arcade game standing in front of the Starlight Starbright trailer park community in the 1984 movie *The Last Starfighter* (which became an NES game of its own in 1990, courtesy of Mindscape)? We're pretty sure it's the only video game ever created that actually serves as a test from the Star League to see if you've got the chops to defend the Frontier against the forces of Xur and his Ko-Dan Armada.

STAR FIGHTER

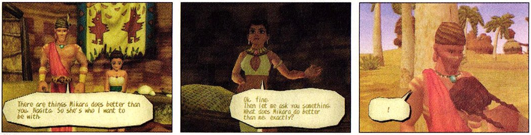
Star Fighter, 1980

STARFIGHTER

The Last Starfighter

So, are there any games out there in the world of PlayStation that remind you of titles from the past? Let us know. Send an e-mail to OPM@ziffdavis.com with the subject of SOUNDS FAMILIAR.

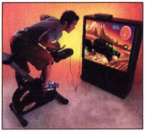
WACKY SCREENSHOT COMIC STRIP OF THE MONTH


There are things Mikara does better than you, Nagita. So she's who I want to be with.
Ok. fine.
Then let me ask you something.
What does Mikara do better than me, exactly?
!

This strip once again comes to us by way of Dark Cloud. It too, speaks for itself.

Silly Peripheral of the Month

OK, so GameRider is supposed to work with a select list of PS one and PS2 racing titles. And it's supposed to help you burn calories while playing games. But will it melt away your dorkiness? Judging from this pic, absolutely not.



Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules:

1. No Purchase Necessary: To enter, send an original piece of game-related art along with your name, address and phone number to "Reader Art" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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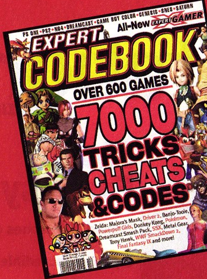
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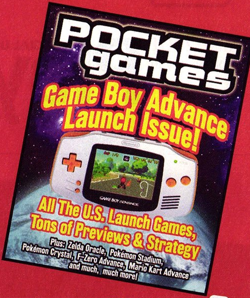
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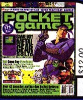
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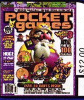
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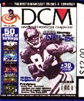
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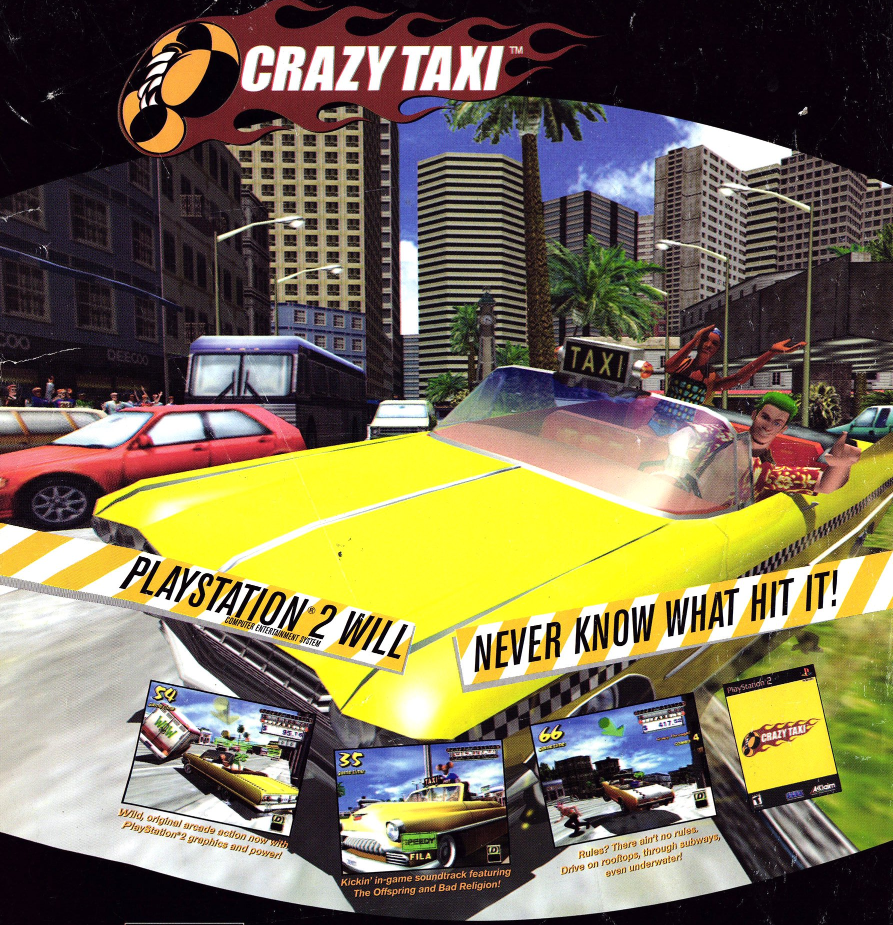
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